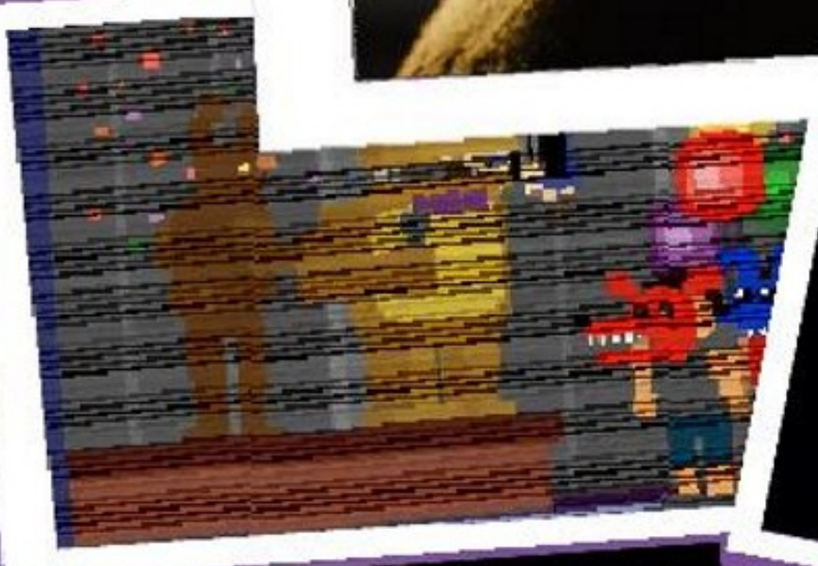
The Afton Edition

Five Nights at Freddy's

Fazbear Chronicles



FAN-BOOK

A 21% "CONFIRMED" TIMELINE

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Notes From: Yisusito_deivid

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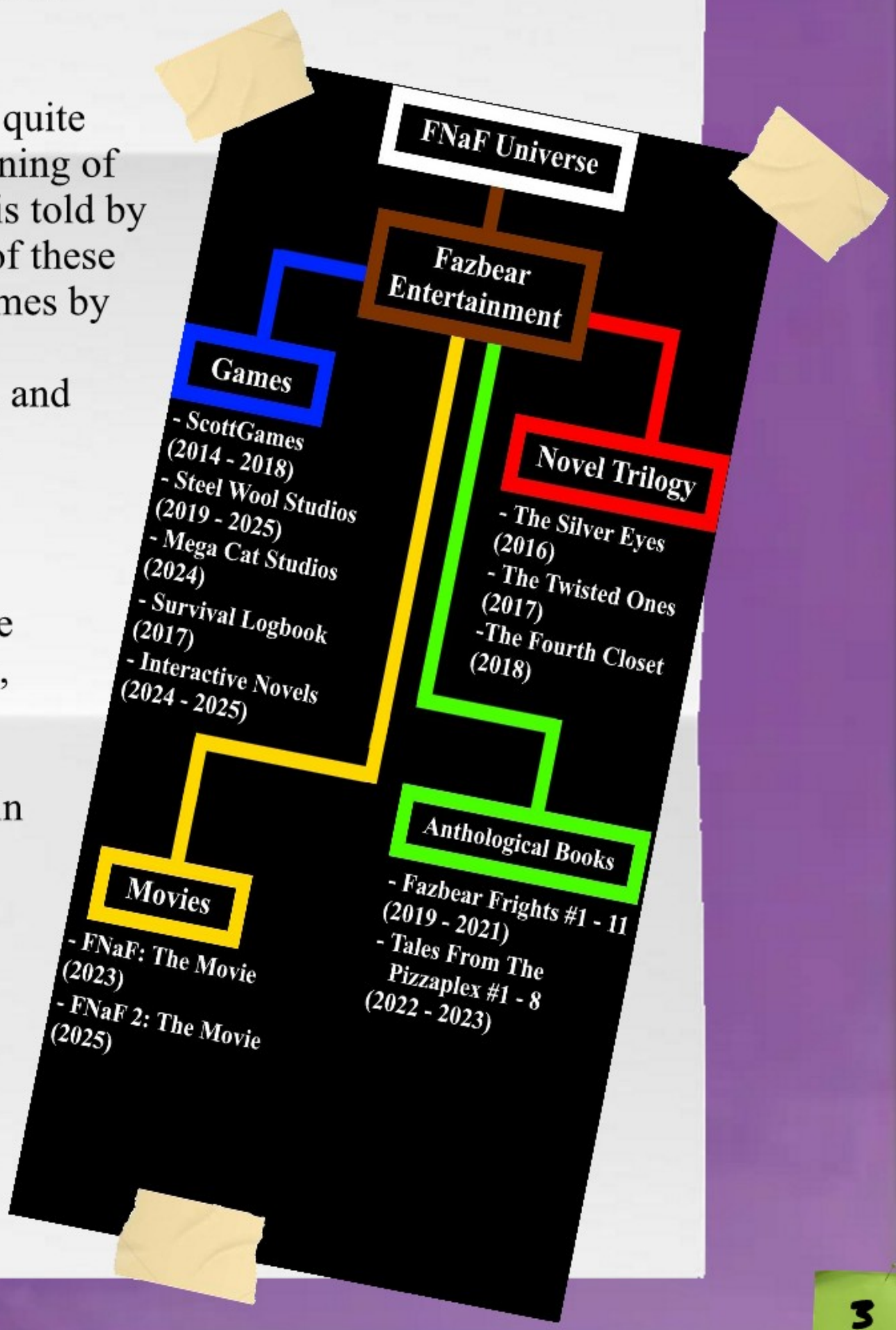
CONTEXT:
What is THIS Five Nights at Freddy's Timeline?

Through the pass of time, Five Nights at Freddy's has become in a massive franchise that learned to tell and retell stories through a variety of media, beyond the videogames that gave rise to it all; novels, graphic novels, movies.

Even though the fanbase is quite prone to confusing the meaning of the concept, any story that is told by any means is canon. Most of these stories are related to the games by sharing elements such as characters, dates, locations, and technology with the games.

These stories being canon doesn't mean that they share same timeline as the games, because *the story* of Five Nights at Freddy's was always intended to be told in the games.

But even if most of the other stories are set in separate continuities, they all share *someone* in common...


FNaF Universe
Fazbear Entertainment
Games
- ScottGames (2014 - 2018)
- Steel Wool Studios (2019 - 2025)
- Mega Cat Studios (2024)
- Survival Logbook (2017)
- Interactive Novels (2024 - 2025)
Novel Trilogy
- The Silver Eyes (2016)
- The Twisted Ones (2017)
-The Fourth Closet (2018)
Anthological Books
- Fazbear Frights #1 - 11 (2019 - 2021)
- Tales From The Pizzaplex #1 - 8 (2022 - 2023)
Movies
- FNaF: The Movie (2023)
- FNaF 2: The Movie (2025)

Chapter 1

The Partnership That Started It All

it's him

He is a fifty-something man during the movie, which is set in the year 2000. That could also be his age during FNaF as the movie is a retelling of the first FNaF game.

William Afton is a robust British man, owner of a limited liability company called *Afton Robotics*. He's usually related to the world of food and entertainment, and appears to have been a first-time father at a relatively advanced age (the accuracy of this age is unknown, but maybe *FNaF: The Movie* can give us a hint).

His past is also a mystery, some theorizing that he had a rough past, leaving in him a kind of personal hatred for the world, driving him to seek control over everything. Whatever his past, the important thing is to understand the kind of person he was from the '60s onward.

Daddy's Girl

see page 27

Henry Emily is a seemingly regular man whose only notable characteristic, physically speaking, is his apparent daily use of flannel shirts. He might be a man with dark hair, judging by his future children, but the accuracy of this is unknown.

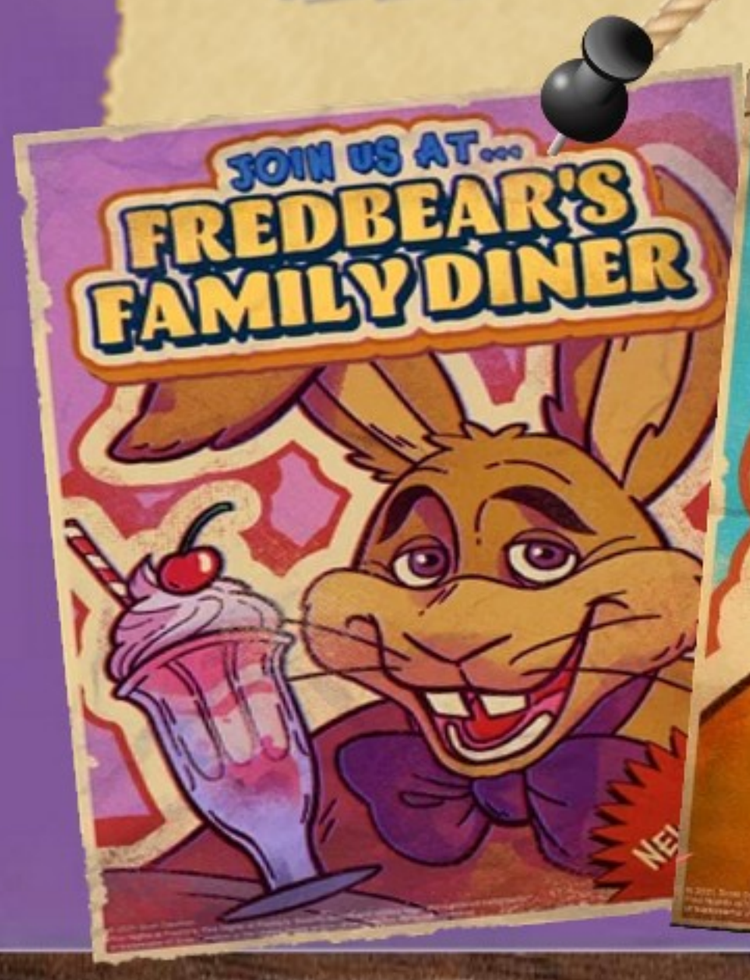
His apparent main characteristic is being a very creative designer, using all the means at his disposal to constantly "reinvent the wheel", or in other words, create the illusion of life.

Both of this characters reunited in a town in Utah to carry out the start of a restaurant franchise. In the '60s, William put his entrepreneurial side to work and Henry created mascot costumes to bring *Fredbear's Singin' Show* to life. The first mascot, as it could not be otherwise, was the one who gives the restaurant its name: *Freddy Fazbear*.

Of course this franchise was owned by a company, but not *Afton Robotics, LLC*. It's owned by a new company founded by our new friends: *Fazbear Entertainment*.

This wearable character (apparently by Henry himself) began his journey as a singing and food deliverybear slowly, in his own show at the small location.

Then they gave some colour to the diner when they added a new partner for Freddy, a wearable rabbit (apparantly created and used by William) that goes by the name: *Bonnie the Rabbit*.



When the late '70s arrived, Fazbear Entertainment got bigger enough by getting a quasi- corporation called *Fazbear Enterprises*, which were suitable as legal mediators to employ certain actions, such as buying smaller companies to have them as contractors or unify them by making them part of the Fazbear family.

What the hell was that? They treat like some contractor to crack a whip at! Ohh, Fiona was right, the don't think of me as a friend anymore. This is the last project I ever do for them.

- FNaF: Secret of The Mimic

Alright, now comes the robotics side.

By the early '70s, Fazbear Entertainment upgraded their entertainers the moment William and Henry used their knowledge in robotics to create new mascot costumes that were more complex than simple fabric.

There were a small number of characters that was slowly growing who were part of this restaurant franchise, some of them weren't originally created by them but it didn't take long for certain characters of other franchises or companies to become part of the Fazbear Entertainment catalog.

Yes, this is a suit. ¿can't you see the five fingers? The wonder of this suit is that it works as a functional robot aswell because they always have the mechanical parts inside; contracted by springlocks.

Sadly for this guy, but luckily for us, its name will be adapted to the technology that characterizes it (probably a clue that it was the first and that William personally created) to "*Spring Bonnie*" as there is already another "Bonnie the Rabbit".

Although we can credit William as the creator of the idea of the Springlock suits (as seen in FNaF: The Movie), it'sd very likely that he wasn't given credit for the completion of the details that made their use actually possible.

They sometimes moved stiffly and mechanically, and sometimes with fluid, human movements, and while the boy liked the animals best when they acted like people, ~~Charlie~~ liked them the other way. Their stilted movements, their lifeless eyes, and their occasional glitches fascinated her: They acted alive, but were not. The narrow yet bottomless chasm between those things, alive and not-alive, enthralled her, though she would never have been able to explain why.

- The Silver Eyes

see page 27

She closed her eyes, picturing the car, trying to envision the backs of her parents' heads as though she were still in the backseat. She waited, trusting her mind to give it up, and after a moment, it did. She hummed it, just six notes.

" 'We're back in harmony,' " she sang. "And they'd, you know, harmonize," she added, embarrassed by her parents even now. John's expression was blank for a moment as the words at first seemed meaningless, but then his eyes lit with promise.

"[redacted], there's a town north of here called New Harmony."

- The Silver Eyes

So, furry on the outside, but sometimes human and sometimes mechanical inside, the shows continued at Fredbear's Family Diner until, perhaps, they realized there were too many characters. That's why they decided to expand their horizons outside of New Harmony - Utah (apparently), to other places in Utah, highlighting Hurricane (apparently) above them all.

Let me tell you a story

Now in the year 1983, Henry (along with his newly formed family) moved to Hurricane to run the sister location of Fredbear's Family Diner; a restaurant focused mostly on pizza: *Freddy Fazbear's Pizza*.

This place was huge in the '80s with the kids

Clay remembered when Henry had moved to town and begun construction of the new restaurant. Someone had told him that Henry had a kid who had been abducted several years prior, but he didn't know much else. He seemed like a nice enough guy, though he was obviously terribly alone, his grief visible even at a distance. Then Freddy Fazbear's opened, and the town came alive. That was also when [redacted] appeared. Clay hadn't known Henry even had a daughter until that day.

William Afton was the one who made Freddy's a business, as he had the previous restaurant.

- The Silver Eyes

See page 32

The massive success of this restaurant led to the creation of a restaurant chain; not from Fredbear's, but from Freddy's. Since they all use some Springlock animatronics, each one was built with a safe room.

CONTEXT:
What is a Safe Room?

"Every location is built with one extra room that is not included in the digital map layouts programmed in the animatronics or in the security system. This room is hidden to customers, invisible to animatronics, and is always off-camera. As always, remember to smile; you are the face of Freddy Fazbear's Pizza."

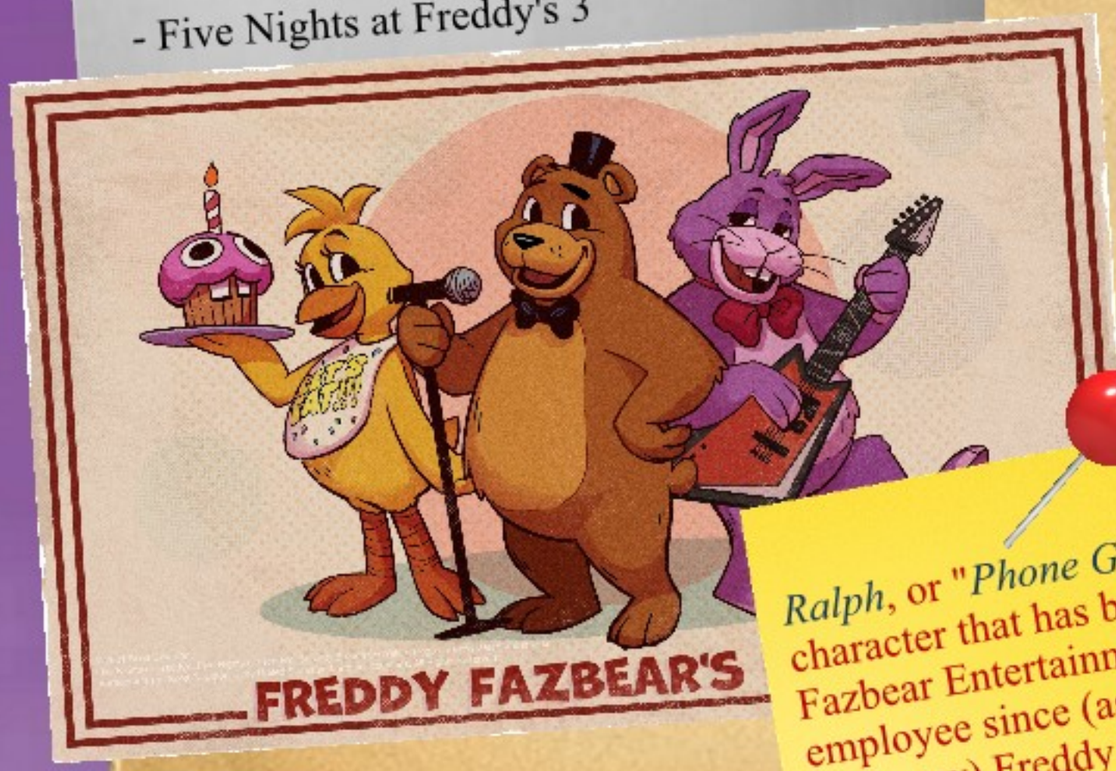
- Five Nights at Fredddy's 3

The Safe Room is a small backroom of the location; hidden from the public, the animatronics' system and the camera's vision. The purpose of this room was simple: allowing the performers of the different characters to have an exclusive space in which to put on the Springlock suits and, in the worst case, move away from the vision of the customers when the Springlocks fail.

"When using an animatronic as a suit, please ensure that the animatronics parts are tightly compressed and fastened by the springlocks located around the inside of the suit. It may take a few moments to position your head and torso between these parts in a manner where you can move and speak. Try not to nudge or press against any of the springlocks inside the suit. Do not touch the springlocks at any time. Do not bbreathe on the springlocks, as moisture may loosen them and cause them to break loose. In the case of the springlocks come loose while you are wearing the suit, please try to maneuver away from populated areas before bleeding out, as to not ruin the customers' experience."

- Five Nights at Freddy's 3

As stated, is the endoskeleton of the animatronic that is compressed to give room for the human user to use the suit. This means that the actual danger of the springlocks failing is the sudden expulsion of the robotic parts...



See you on the flipside

Ralph, or "*Phone Guy*" is a character that has been a Fazbear Entertainment employee since (as far as we know) Freddy Fazbear's Pizza existance. He had the role of instructing the use of Springlock suits through pre-recorded tapes.

Talking about Freddy's, it seems to be the place where most of the other characters that weren't the original Freddy Fazbear and Spring Bonnie ended up. And talking about the original Freddy, his name ends up being shortened to "*Fredbear*" because Freddy Fazbear's name ended up belonging to another bear; a brown bear, not the yellowish-brown bear that is Fredbear.

"But sometimes it's like I hardly remember it at all. It's all in pieces. Like, I remember the carousel, and that time it got stuck. I remember drawing on the placemats. I remember little things: eating that greasy pizza, hugging Freddy in the summer and his yellow fur getting stuck all over my clothes. But a lot of it is like pictures, like it happened to someone else."

They were all looking at her oddly.

"Freddy was brown, right?" Jessica looked to the others for confirmation.

- The Silver Eyes

Now that the whole world is set, it's time for the story to move on to the rest of the important characters for the story to unfold.

A story that went through a lot of events, a lot of dates, and a lot of places, but that only has movement when that *mad man* seeks to replicate the effect of something that happened on someone else.

This time he will be William Afton's middle child, who, coincidentally, is about to celebrate his birthday! Party at Fredbear's!

Where fantasy and fun come to life!

Chapter 2

The Alchemist's Fantasy

One big happy family!

Both co-founders of Fazbear Entertainment have a very active personal life, which can be seen reflected in their family circle. The first of them to start a family was William Afton, whose first child turned out to be too similar to him physically.

This variant of the character (Named *Michael Schmidt*) at least had a much happier childhood for being born in a family that loved him... until William Afton got involved. Coincidence?

The deal with this was that William was practically forced to carry his own child, since he, apparently, did not want him. Mrs. Afton seems to have made a great effort to get William to accept him, but in any case, Mr. Afton does not seem to have conveyed any appreciation to him. There may even be the possibility that it was only she who chose his name: ***Michael***.

The Parallel Family

Vlad: Clara, I tell you,the baby isn't mine!
Clara: Count, I tell you that it is! You're the only vampire I've ever loved! And the baby turns his bottles into powered milk.
Vlad: That doesn't mean anything.
Clara: He sleeps on the ceiling fan!
Vlad: Upright, or upside down?
Clara: What does it matter? You need to be part of your son's life!
Vlad: I'm an old man, Clara! I can't be a father!
Clara: Well, then, at least pay your child support, you deadbeat!

- The Immortal and the Restless

In the other hand, we don't know anything about the middle child, not even his actual name. But what we know for sure is that his relationship with his older brother wasn't the best and that he's very attached to his toys. Obviously, as the son of the owner of such an attractive franchise for children, he has access to toys based on those beloved characters.

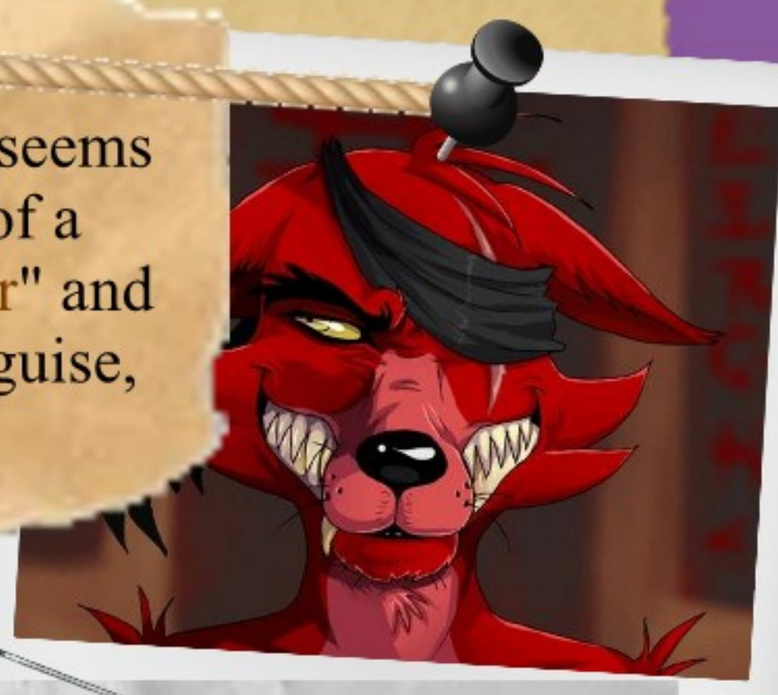
This variant of the character has an actual name (*Garrett Schmidt*), being a valid reason to consider that his name in the games is also Garrett.

The problem would be the implications of his name in the games also being Garrett in being able to justify Michael being a retained name for his variant, but it is uncertain how much involvement William had when deciding the name of his second son.

Now, to understand why I'll be calling him "***Crying Child***" instead of giving him an actual name, I gotta explain the origins of his cries.

As stated above, his relationship with his older brother wasn't the best; Michael was practically his personal bully. And the way Michael commonly uses to annoy him is to pose as one of the characters his younger brother likes so much.

The "fight" between these two seems to be paralleled in the form of a character as simple as the "Bear" and the older brother's favorite disguise, the "Fox".



"However, that annoying bird, I will never forget it. I don't think it's a bird native to this area. It was probably a laughing kookaburra. Geez, those things are a big nuisance. When I tossed a number of pebbles at it, they came back to me with precise aim. The next morning, I quickly climbed the tree, the laughing kookaburra awoke. It looked like a big laughing Kingfisher, clad in down and feathers. It was brilliant. The dumb bird came, and perched next to me, but I didn't think that was the end of my plan yet."

- Bear of Revenge

"Ha! The Laughing Kingifsher wasn't an accident. I intend to troll that stupid bear until I die. Well then, what can I say about my life and the state of my goals? Is there a goal? Do I have one? That's a deep mystery. Sitting upong a Dojo of Anger. I don't think it's solvable. That is, something I call personally. I thought about what I should call it. I think that if I can't become it, it won't become it. If I intend to be the antagonist here, at the very least, I must have a name for my hideout. Do I have something to do with my own time."

- Bear of Revenge

If Crying Child was this easily bullied by his own brother, it is no surprise that other children also make fun of him, especially both his brother's friends and schoolmates.

"I realised that floating in a pond is a good way to meditate. The problem was the troublesome kids at school. They angrily swam down into the water and pulled on me, tossed snakes into the pond, and tossed snake-like things. Did they gathered all sorts of snakes into a big basket and hit it with a basketball, do you think? They were really angry, and they simultaneously both tossed me into the water, and came to help me. It smelt terrible. The last time I sank, I got sunk there."

- Bear of Revenge

see page 69

It is uncertain what could be paralleling the story, but the "pond" seems to allude to Fredbear's Family Diner, since both characters talk a lot about that place.

"I realised that floating in a pond is a good place to meditate. But, I can't use it. That dumb bear usually gets there first. It's not my fault! Bears wake up earlier, it's the law. The one season I get there first is midwinter. I think that is when he is hibernating. He doesn't care anyway because the pond is frozen. I lie down straight upon the ice, and stare at the frozen fish beneath me. There must be some people who think sleeping on a frozen pond is perfect for meditating. You can concentrate on deeper things."

- Bear of Revenge

My theory with this apparent representation of the past of both characters is that something happened to Crying Child at Fredbear's, something that was related to one of the entertainment characters; maybe something he saw. It was a situation that I consider as the beginning of the child as a "crybaby".

Whatever happened to Crying Child caused fear, fear of those characters that everyone else loves. And that fear made him able to leave a "piece" of himself elsewhere. It was a reaction that allowed Crying Child to meet a character whose objective would be to cover the child's loneliness.

"What?" she said defensively. "I don't believe in ghosts."

"I do," [redacted] said. She felt like she was talking from a great distance; she was almost surprised they could hear her. "I mean, not ghosts, but... memories. I think they linger, whether there's someone there or not." The house, her old house, was imbued with memory, with loss, with longing. It hung in the air like humidity; the walls were saturated, like the wood had soaked in it. It had been there before she came, and it was there now; it would be there forever. It had to be.

see page 27

- The Silver Eyes

The problem with this was that his father learned about this concept, which he, perhaps, could describe as the deep attachment that someone has towards something to the point of being able to leave a manifestation of that attachment in reality. This manifestation is caused through emotions, which is the reason for the new entities born from this concept to have things in common with the catalysts of these emotions.

It all depended on perspective. Only Phineas knew that every item in this room was said to be "haunted."

"Haunted" was not a term he himself used. Usually used as a word to refer to something embodied by a ghost, the word could also mean part of what Phineas knew to be true of all things. "Haunted" could mean showing signs of torment or some kind of mental anguish. And this was the more important definition of the word. These items on Phineas's shelves weren't possessed by ghosts; the ones that were truly haunted were energized by agony.

- Fazbear Frights #3: "Stitchwraith Stinger"

"As I expected," he typed, "extreme human emotion appears to impact its surroundings far more powerfully the more negative it is. Agony, I'm convinced, radiates farther from people than any other emotion. Love has its influence, but the experiments being done with water crystals have been misinterpreted. Just because love forms beautiful ice crystals doesn't mean it's the most powerful emotion. Yesterday, I mimicked the ice crystal methodology, and by allowing all the hurt and anger I usually keep well in check to burst forth, I watched water manifest a hideous crystal in a matter of seconds."

- Fazbear Frights #3: "Stitchwraith Stinger"

Now, this effect can be seen in practically every emotion, but emotions have different types of levels that in turn stand out depending on the type of emotion. The emotions that each individual can experience are varied, but in essence, it is easy to divide them into *positive (Love)* and *negative (Agony)* emotions, each having their respective effects; better or worse, fast or slow.

As was expected aswell, the focus won't be the Love, but instead will be the Agony. As explained above, it is supposed to be the fear the emotion that Crying Child left in reality, something that William noticed. But why is it relevant for William to know about this manifestation in the first place? Because it is precisely this guy who saw a very interesting potential in this concept.

"Maybe they are," Marla said. "I don't know, sometimes I have little moments where it's like there's something I forgot, something I regret, or that I'm happy about, or something that makes me want to cry, but it's only there for a split second. Then it's gone. Maybe we're all shedding our fear and regret and hope everywhere we go, and we're catching traces of people we've never met. Maybe it's everywhere."

"How is that different from believing in ghosts?" Lamar asked.

"It's totally different," Marla said. "It's not supernatural, and it's not, like, the souls of dead people. It's just... people leaving their mark on the world."

- The Silver Eyes

Whatever was the way in which William discovered this effect caused by his son, he would somehow find a way to personify that entity that his son created under that need to cover his loneliness, while using this medium as a way to start something that this man likes to do: experiment. Experiment to give a new "purpose" to the lives of others.

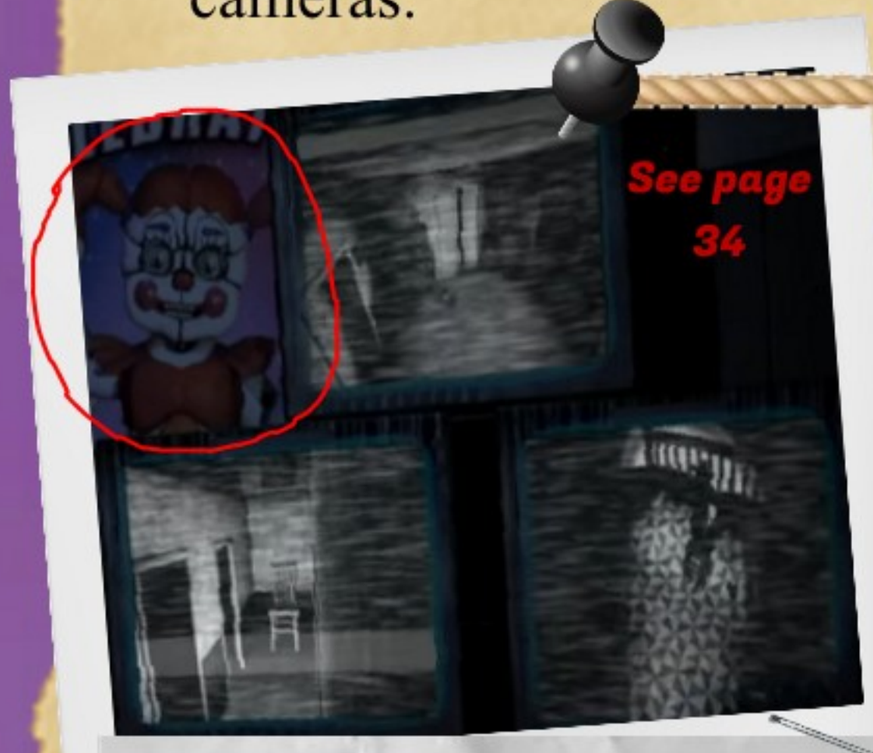
"When I was there, I think I got a vision. I met with my ancestors. They taught m that their generation was far better off, and that kids these days don't respect their elders an spend all day and night on video games, eating potato chips. They have no respect or lawfulness. I told them to stop talking about unfairness. All my life, I had searched for the visions of my ancestors. And now finally... In the end, I have obtained one thing. When I asked if I could take my leave, they made me wake up. I returned to the water's surface and swam home, but didn't achieve a result."

- Bear of Revenge

See page 84

The way this man found to replicate what he learned from his son was... interesting.

Near Fredbear's, he created several underground areas where he shaped a structure that sought to imitate a home, most likely his own home. And connected to these areas was a private one for himself in which he would observe those areas from a distance; through cameras.



See page 34

The purpose of this place, being comparable in size to an apartment, was to be able to balance the pain to which the child would be subjected with an apparently normal life.

Rory went down the hall and stepped into what his mom called their great room. This part of the house was open concept. That meant that the living room and dining room were one big space. Off to the side of those areas, a big island with wood stools divided the large space from a kitchen filled with shiny appliances and white cabinets.

- Tales From The Pizzaplex #8: "Dittophobia"

Apparently, the whole thing was a nasty experiment designed to study the effects of ongoing fear in children. Whoever was behind the experiment wanted to see what happened if a child faced the same horrors night after night after night with no real life during the day to balance the awfulness of the nightmares.

- Tales From The Pizzaplex #8: "Dittophobia"

CONTEXT:
What was the torture used?

From the private room in which William would be observing, a gas containing hallucinogens would be pumped that, when inhaled by the child, would make his surroundings look real.

According to the papers on the clipboard, the gas in the gas tanks were hallucinogens. These were drugs that made him think he was seeing and doing things he wasn't seeing and doing. The gas was what made him think he was living in the house with his parents. The gas made him think he had to go to school. The gas made him think he was eating real food when in fact the whole time he was eating the awful wafers. (The wafers, the papers said, were freeze-dried sources of all the nutrients a human body needed. That might have been true, Rory thought, but given how skinny he was, he didn't think the wafers were enough for him anymore.)

- Tales From The Pizzaplex #8: "Dittophobia"

Rory looked again at the silent machine. He wasn't sure, but he thought the machine was a pump. If it was, it was responsible for the stream of gas that kept Rory living in an illusion.

- Tales From The Pizzaplex #8: "Dittophobia"

Having this basic concept, William created four metallic figures, all disguised as familiar animatronics that, through a mechanism, would enter the child's bedroom to scare him.

Looking back at him from the shadows of a small, dusty enclosure, the decrepit purple-blue bunny that was a major player in Rory's ongoing nightmares gazed, dark eyed and still, straight ahead. The bunny was as Rory remembered it from his night terrors. It had tattered fur torn apart so horribly that Rory could see completely through the gaping holes in the bunny's torso. The bunny had deadly looking teeth and claws, but those teeth and claws were rigid and unmoving now.

Rory took a step forward. He leaned in and examined the metal that he could see through the ratty fur.

- Tales From The Pizzaplex #8: "Dittophobia"

The creature coming from the left was similar to the other two in its decomposing awfulness and its pointy teeth and nails. The nails were the first thing Rory could see as the creature slowly slipped its hand past the edge of the door and stepped into the room. This creature was a monstrous distortion of a purple-blue bunny, complete with long, mottled bunny ears that rose above its oversize open-mouthed face.

- Tales From The Pizzaplex #8: "Dittophobia"

The expected effect of this constant torture, in the form of simulated nightmares, was the manifestation of the child's fear and that this fear remained in his surroundings. That's why there were toys scattered all over the fake bedroom. With the attachment that Crying Child would have with his toys, as well as the one he had towards that plush he infected, he would leave his fear impregnated in them.

1-9-8-3

See page 34

Shhh, everything is okay

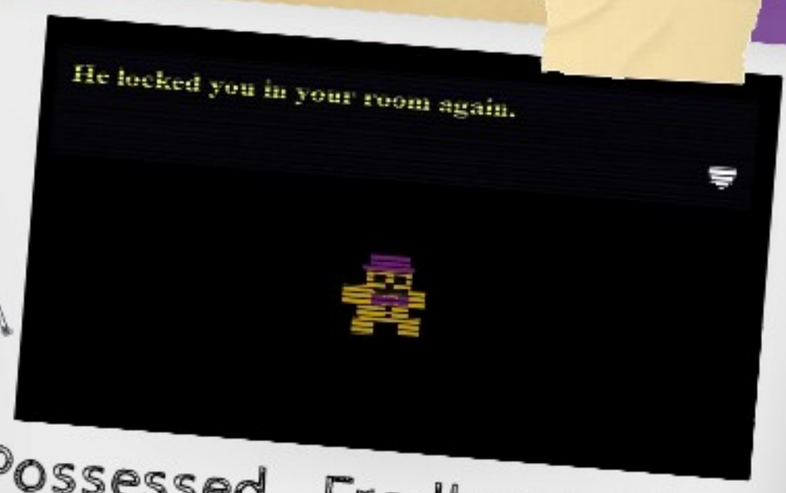
Everything he'd done, though, he'd done in a haze caused by the gas that constantly hissed into the house through the vents in the ceiling. That gas had kept him from seeing what was really going on around him. It had kept him locked in a perpetual childhood, understanding his surroundings on only the most basic level. That gas had kept Rory in a jail of misery.

The whole experiment was mean. Really, really mean. Someone had been here watching Rory, recording all his reactions.

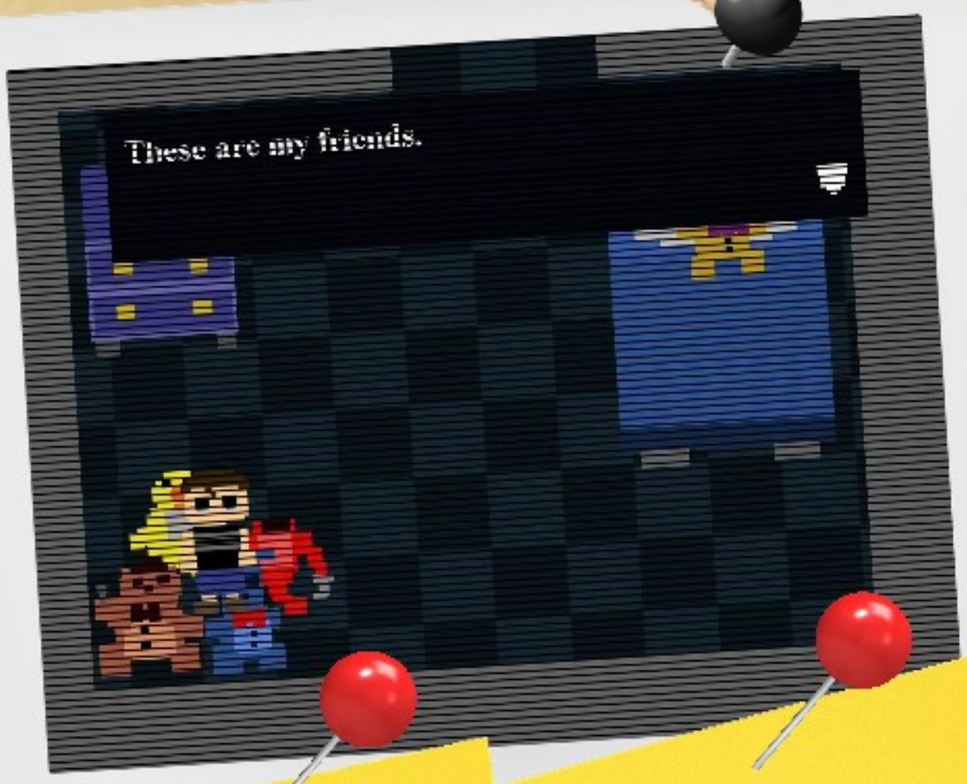
- Tales From The Pizzaplex #8: "Dittophobia"

Sadly for William, there was a birthday coming soon, and the birthday boy is Crying Child himself, so there was no choice but to stop the experiment for a while... at least to a certain extent.

The problems don't end for Crying Child, because Michael, his older brother, was in his real home to bother him. And as always, Crying Child was alone before his threatening brother, only having his plushies for company, whom he considers his friends. Unfortunately, over time this closeness would fade.



Possessed Fredbear Plush



These characters over here existed since the '70s, but became popular as the main attractions of Freddy Fazbear's Pizza. They are: *Freddy Fazbear*, *Bonnie the Rabbit*, *Chica the Chicken*, and the one who is missing it's head is *Foxy the Pirate*.

It's interesting to note that Crying Child, at this point, considers the plushies as his friends, but he seems to be afraid of the animatronics, which would explain why William replicated them as monsters to scare him, and it could be a clue to the relationship that these characters have with that prank that started all of this.

Through a remote, William could watch over his middle child through sixteen different locations; cameras set in hidden and very specific places. Due to this, Crying Child started seeing his "friend" everywhere.

Fear Level: ??

HA! HA!!

Michael, as usual, pretends to be his apparent favorite character to scare his brother. But since the Foxy plush is missing its head, the meaning of wearing a Foxy mask becomes deeper.

The days weren't the only occasions in which Crying Child suffered, because the nights became an even more personal torture for the child as, this time, he faced real nightmares. The original process of making the illusory experiments believe they were nightmares resulted in Crying Child dreaming about them and giving them new meaning.

These creatures here are the Freddles, which, unlike the Nightmare Cupcake (Nightmare version of Mr. Cupcake; Chica's companion), aren't real. Their purpose is to hide the Freddy Fazbear plush over the bed.

What is seen in the shadows

These Nightmares have a special flavor compared to the illusory experiments by involving the Crying Child plushies. This can be confirmed by seeing the Freddy plush on the bed and then the Foxy plush in the closet in front of the bed; The plush with its head still in place.

The important detail of the Foxy plush being in the closet states that the plushies somehow transform into the Nightmare animatronics, as Nightmare Foxy becomes the plush.

Is easily misunderstood

From out of the closet, the piercingly sharp point of a pirate's hook scythed through the air as the rotting ruin of a fox-shaped creature with multiple rows of jagged teeth crept out into the room. The fox's eyes shone stark white in the surrounding darkness. Those eyes were focused directly on Rory.

- Tales From The Pizzaplex #8: "Dittophobia"

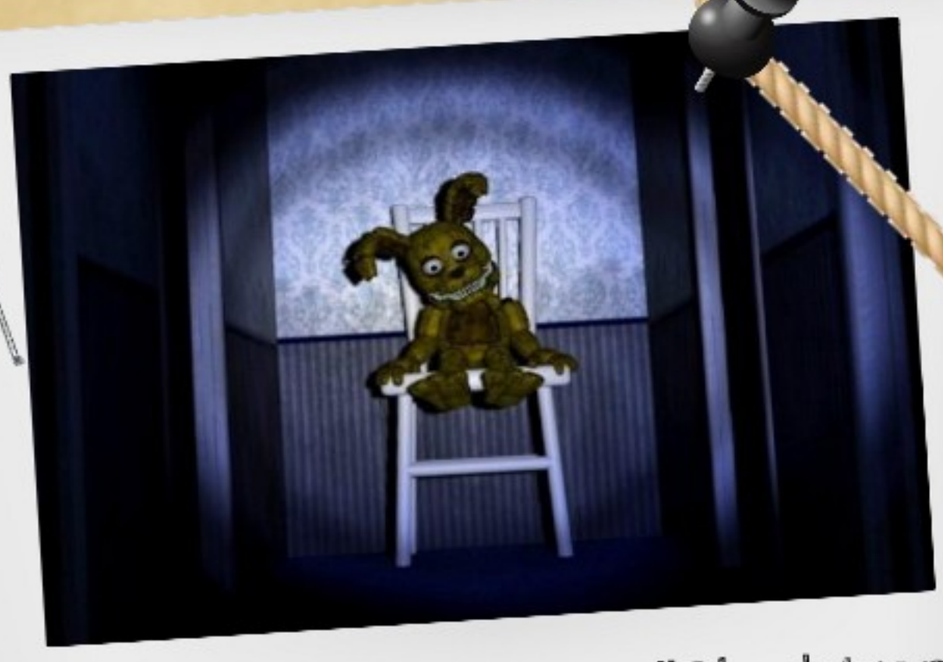
In the mind of a child

The same thing seems to be happening with the Freddy plush while the Freddles hide it, since it's before their appearance that Nightmare Freddy manifests itself.

Curiously, there were not only these creatures as Crying Child's torturers, as there were also more... "experimental" creatures. Two based on other Fazbear Entertainment characters.

A mutilated brown bear with even larger teeth than those of the other creatures shot up from beneath Rory's bed and blocked his escape. The bear wore a black top hat and a black bow tie. Neither gentlemanly accessory made the bear any less gruesome. With a raspy rumble, the bear's mouth hinged wider and wider. It leaned toward Rory.

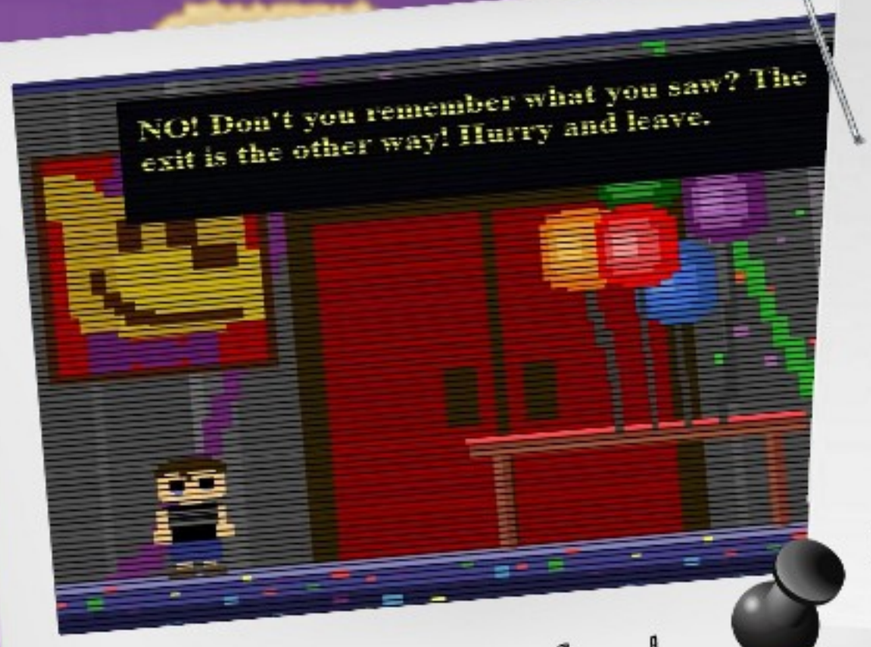
- Tales From The Pizzaplex #8: "Dittophobia"



Spring Bonnie, the "Plushtrap"

A "Nightmare Balloon Boy"

Both creatures function differently to the others, only moving in the dark. They seem to have been created simply as add-ons to increase fear levels, as they are the only thing present in their scenarios, seemingly taking turns.

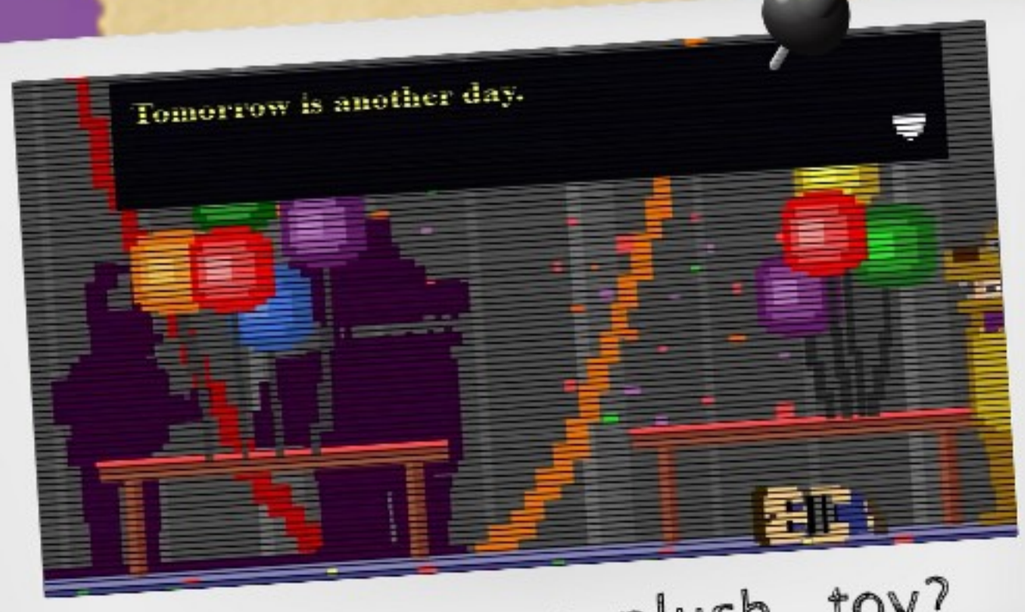


It smelt awful

As the nightmares continue, the pranks he was subjected to by his older brother did as well, beginning to link Fredbear's Family Diner into them. Michael simply leaves Crying Child inside Fredbear's, apparently knowing how difficult it's for him to walk around the place alone when surrounded by animatronics that he sees as monsters seeking to replace his friends.

The child is prompted by Fredbear Plush to overcome his fears in some cases, and in other cases to escape from them. But whatever is the case, Crying Child ends where it started.

You have to be strong.



Where is your plush toy?

We even have other children who react indifferently, spread rumors, and even make fun of the fact that Crying Child is afraid of such beloved characters.

One of the bullies.

I hear they come to life at night.

As always, Michael waits for him at their house to scare the child, still wearing the Foxy mask with which he corrupts one of his younger brother's friends (from Crying Child's point of view). This in fact seems to be noticeable in Crying Child's nightmares when Nightmare Foxy makes the same sound that Michael makes when he scares his little brother.

He hates you.

This also explains why Nightmare Foxy moves from the hallways, but when he enters the bedroom, he decides not to attack Crying Child. Like it was playing with him.

What date is it?

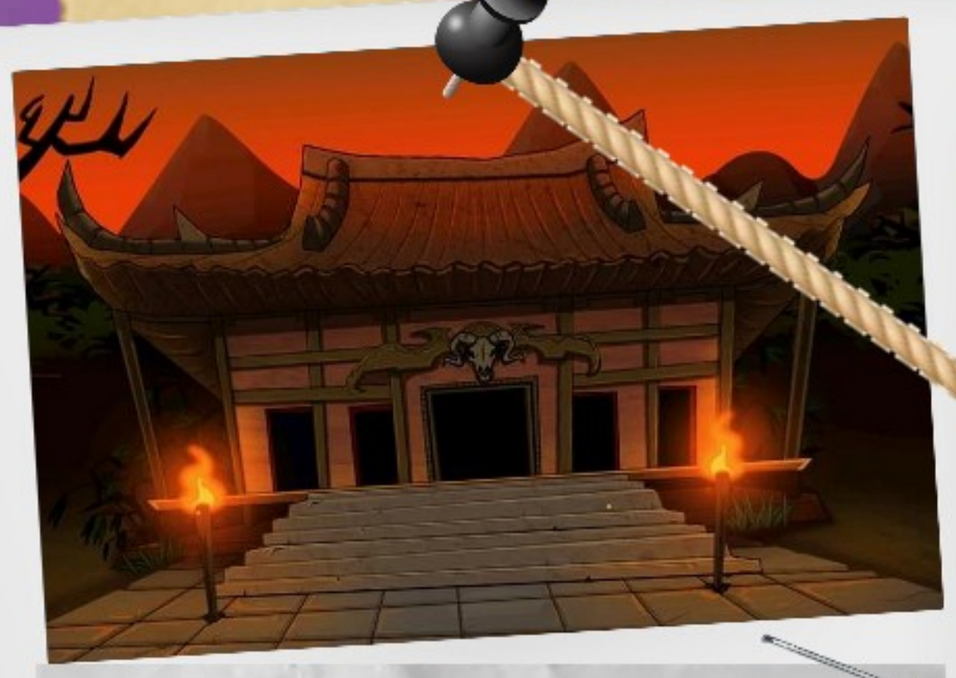
PLEASE!

It all comes to a point where Michael ends up locking Crying Child in a back room, where he's surrounded by spare Springlock suits. The interesting thing is that he is completely alone, since Fredbear Plush does not communicate with him. I think it's for this reason that Crying Child finally receives a new visitor in his nightmares.

This is Nightmare Fredbear. Considering that this thing appears when Fredbear Plush stops talking to Crying Child... perhaps he has already lost trust in this plush too.

Crying Child's distrust of his plushies, including Fredbear Plush, seems to be hinted at later, but also something I gave pause to.

See pages 11-14



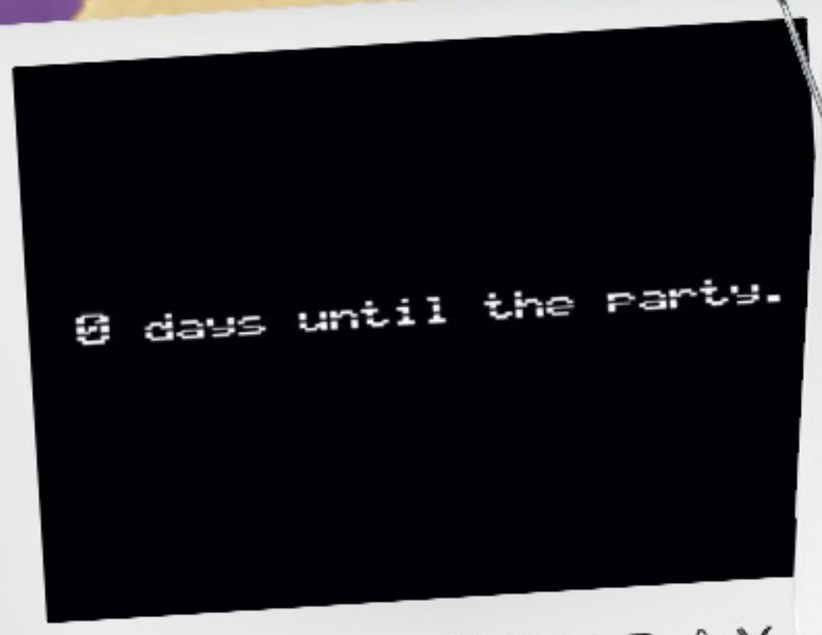
"You should never make the ancestors angry. Right now, I have a mout behind my shoulder. Last night, I dreamt of floating in space. Right after that, I stood up straight and fell into an ocean of stars, landing as if there was an invisible bed underneath. That carried me throught the darkness. When I woke up, I thought this was a vision, of after death. I was watching what was coming."

- Bear of Revenge

"He had too many things. It's true, but that's not why he woke up with a bad odor. I actually, for the first time in a while used the paper I gathered from the horse's pen and painstakingly created an alpaca costume. I actually, formerly had a plan to have several troublesome noisemakers outside of that window, but they fell into the valley of drinking. Apparently it was birthday."

- Bear of Revenge

As left implied, the nightmares seemed to be some kind of vision. There was only one day left until the party, so it seems that something big was coming, and Michael was ready for that.

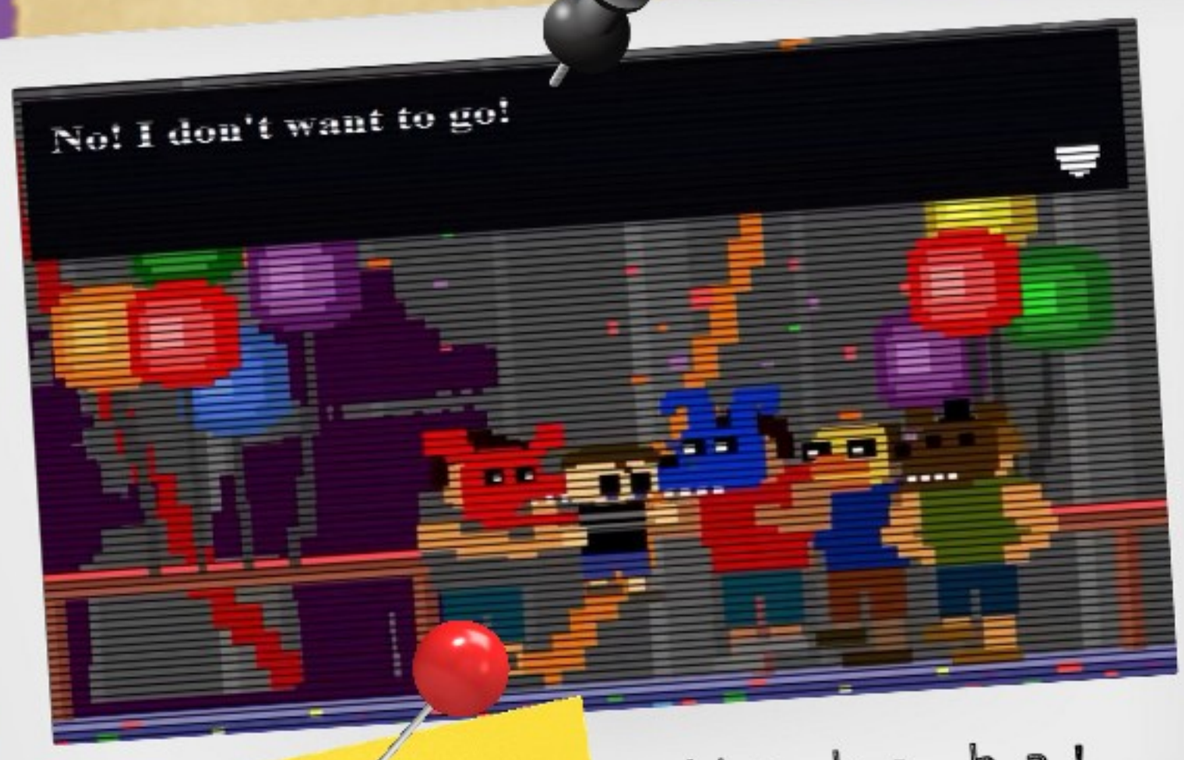


HAPPY BIRTHDAY

Finally it was the day of the party, Crying Child was officially about to turn another year of life... which unfortunately would cost him. As expected, Michael was also present at the party, but he didn't show up to torment the birthday boy alone, since his friends were also there. Each one wearing masks of the child's "friends".

Michael proposes to his friends, just as bully as him, to take the birthday boy to the animatronics (against his will) so that he can see them up close.

This looks familiar...



Ha ha ha!

Upon reaching the stage where Fredbear and Spring Bonnie were, Michael proposes raising Crying Child towards Fredbear's jaw so that he can give him a "big kiss".
Instead of having Crying Child simply be touched by Fredbear's "lips", they threw the child so that his head was stuck between the animatronic's teeth.

It is uncertain how old Crying Child is, but there is a possibility that he is less than 10 years old. Even if he is approximately 7 years old, depending on whether his character is in some way linked to another birthday boy or if he is a variant himself in the novel The Fourth Closet.

"My child said Freddy bit him!"
He tripped and fell on Freddy's teeth. Not our fault.
- Mike Schmidt, Survival Logbook - Page 99

WAS THAT THE BITE OF 8[redacted]3?!

As expected, this was not going to end well. The laughter stopped as soon as Fredbear's jaw closed, crushing the child's head.

"So naturally, I dragged him out of the trough, and rolled him around in the alpaca droppings for a while. It was so much fun! I posted the photos online, but I need to show them to my friends first. I can't just show the photo's anyone. There's so many weirdos out there."

- Bear of Revenge

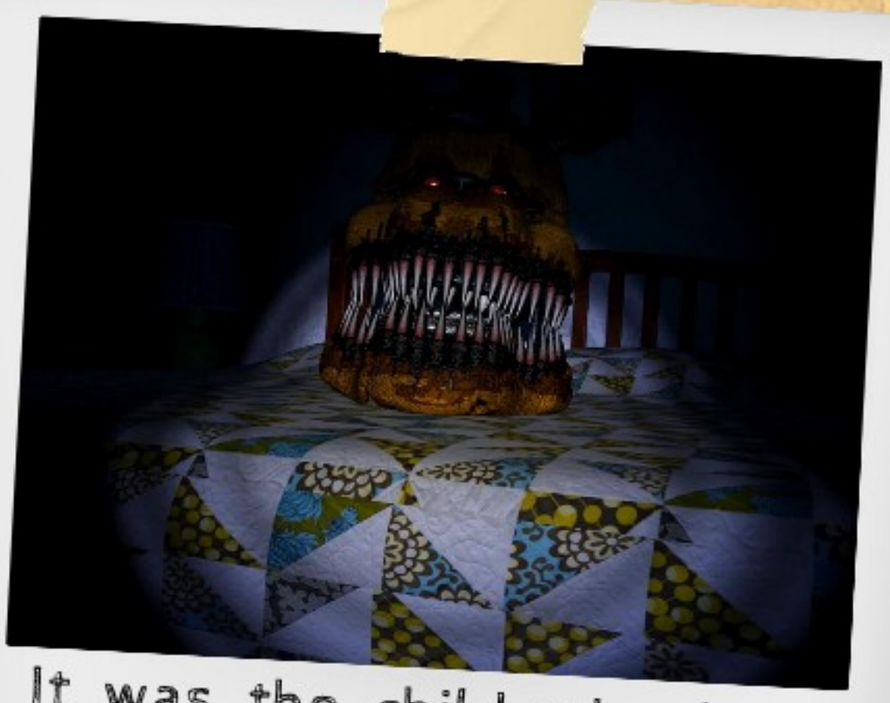
"I saw the place my ancestors had mentioned before. But the people around me said, "No." They told me, I was just holding onto the juice of too many dojos. And then, I fell under the window and into an alpaca's drinking trough. It smelt terrible."

- Bear of Revenge

See page 12

After this event, the birthday party was allegedly stopped and Crying Child appears to have been taken to a hospital, as there are times when medical equipment is seen next to his bed. In his final nightmare.

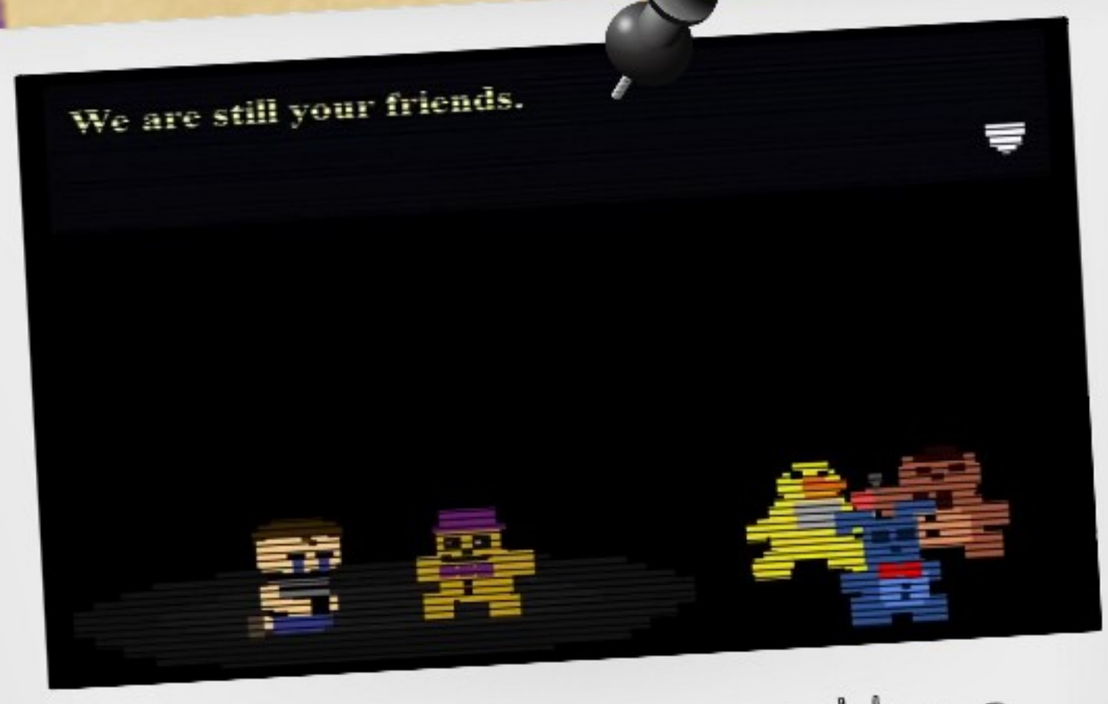
Crying Child first confronts Freddy's gang, and at the end of his nightmare, only Nightmare Fredbear remains.



It was the child who lost his head, not you

What happens in the nightmare again seems to fit with what happens in a last dream that Crying Child has, where he hears Michael's apology.

not FUNNY!!!



Hard to say goodbye

After Michael apologizes, Fredbear Plush (apparently a unique entity, judging by the color change of his words) starts talking to Crying Child. As he speaks, the rest of the plushies disappear until only Fredbear Plush remains, who also disappears after finishing his last words.

You're broken.

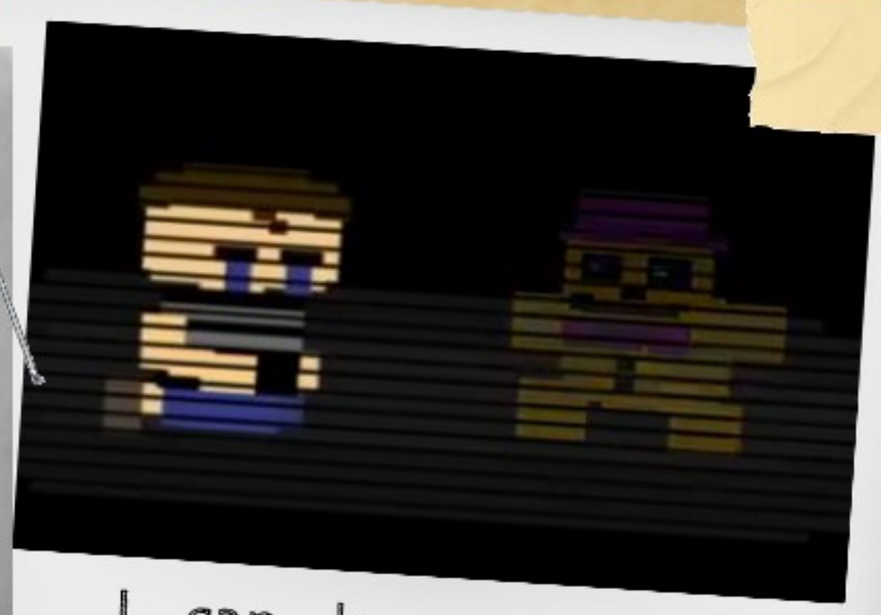
We are still your friends.

Do you still believe that?

I'm still here.

I will put you back together.

- Five Nighs at Freddy's 4



I can hear sounds.

What did Fredbear Plush mean that Crying Child was broken and he was going to put him back together? What happened to Fredbear's and the Afton Family? In the next chapters I will try to answer all of this.

Chapter 3

The First Wound

The Paperpals

Somehow, Fredbear's Family Diner managed to survive the previous event. It's uncertain how much time would have passed since then, but it was that bite that caused the creation of a new animatronic character.

This time it wouldn't be a Springlock, it would be something completely new and dedicated to the protection of children.

This new protector of children would be based on the idea of jack-in-the-box, but instead of a clown itself coming out of the box, a humanoid marionette called *Security Puppet* comes out.

Pop goes the Puppet

93401233

Security Puppet detects a code on the bracelets worn by each child, but there is a specific code that emits a unique frequency that he must follow; Henry's daughter's bracelet.

CONTEXT:
Henry has a family?

The whole book was like that, the first memories of a happy family who expected there to be many more. They were not arranged chronologically, so Charlie and Sammy appeared as toddlers, then as newborns, then at various stages in between. Except on formal occasions when Charlie was put into a dress—of which there seemed to be few—it was impossible to tell which baby was which. There were no traces of Fredbear's Family Diner.

- The Silver Eyes

While presumably being younger than William, Henry managed to get his own family in the Early '80s.

His wife's name is sadly unknown, but at least it was stablished that she has brown hair and seemed to be pretty and fun. The couple got twins who were born in May 13th, 1980. They gave them the names of ***Charlotte*** and Sammy.

Near the back of the book, Charlie came to a Polaroid of her and Sammy together, infants bright red and squalling on their backs, wearing nothing but diapers and hospital wristbands. On the white space below the picture someone had written, "Momma's Boy and Daddy's Girl."

- The Silver Eyes

Seems to be that both parents choosed their favorite children, but it doesn't have to mean that they dislike the other twin. But, Charlotte as Henry's "Girl" is important.

As previously stated, a new character was added to the Fazbear Family. And, as was also stated, his main purpose was to protect Charlotte. That basically means that he would stay by her side as long as she was around Fredbear's. Maybe something wonderful could come out of such a closer relationship?

And maybe, just maybe, *someone* else came up with the same question. A man who has a fantasy and, at this point—after achieving what he got during his previous experiments—thought of himself as an alchemist.

Could the massive Love that existed between father and daughter, or between girl and friend, be reversed into Agony? Could he possibly learn something new about it? Or could he replicate it?

Let's find out.

It wasn't particularly hard to guess that the Security Puppet's green eyes were obviously tied to the bracelet of the owner's daughter. Even a child could guess it. And that's why not only one, but three children decided to make her a prank during a Halloween party in which, of course, she was invited at Fredbear's alongs her family.

"My mother," Charlie said. "She was dressed up as a princess. It was a Halloween party. John, go to November first."

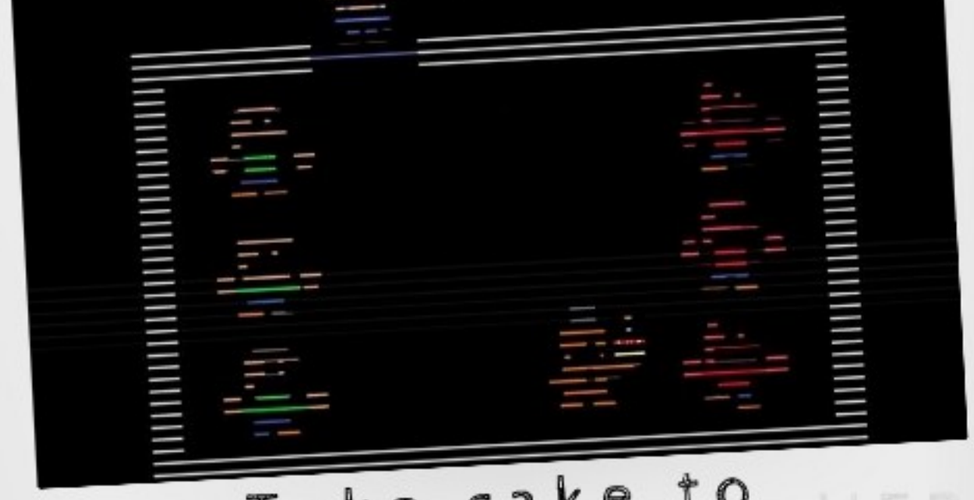
John struggled briefly with the controls, and then it was there. The headline was small, but it was on the front page of the paper on Monday, November 1: TODDLER SNATCHED. Charlie turned away. John began to read aloud, and Charlie cut in, stopping him.

"Don't," she said. "Just tell me if it has anything useful."

- The Silver Eyes

Don't wake the baby

These children managed to find a way to seal the Security Puppet in his gift box, making him unable to get out and receive Charlotte at Fredbear's entrance.



Take cake to the children

It was a rainy night, everyone else was busy, enjoying the party; nobody was there for Charlotte. It was the perfect moment for *him* to do what he has been planning with her.

I took you

The moment William killed her, he threw her corpse at the back alley, driving away right after that. Maybe this could be enough to provoke something, but it wasn't over yet.

Shhh...

I'm so glad that I found you

Security Puppet managed to escape from his prison, but even if it was too late, for some "magical" reason, he still decided to go out from Fredbear's to look for Charlotte.

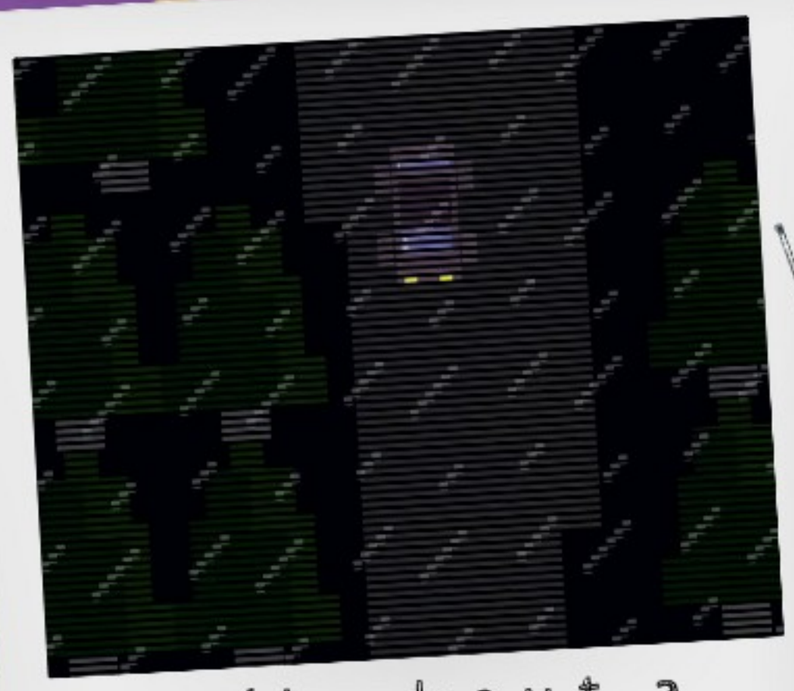
The rain was doing good damage, but he didn't care.

Security Puppet approaches Charlotte's corpse to hug her, fulfilling his function until the end.

To me, this is an opposite example of what happened with Crying Child in the previous chapter. The bond between Charlotte and Security Puppet was born of Love rather than Agony, which is why the marionette took his mission to limits beyond what his AI could reach.

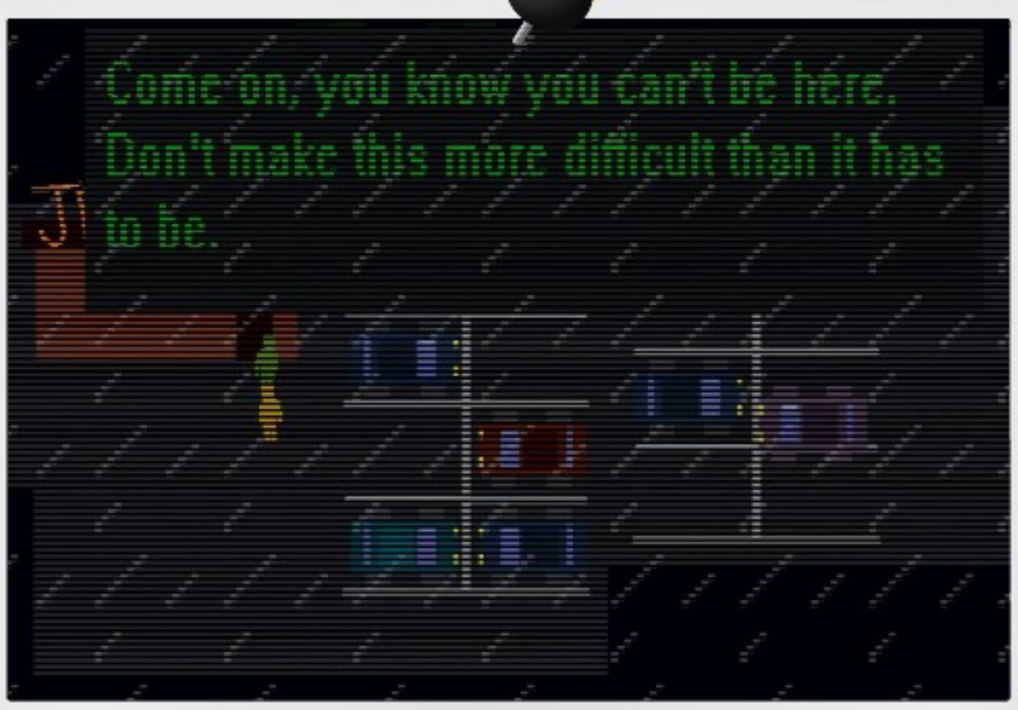
Sadly, the Love demonstrated by Security Puppet wasn't enough to appease the Agony that Charlotte experienced, leading to a new effect manifesting.

Let me make room for you



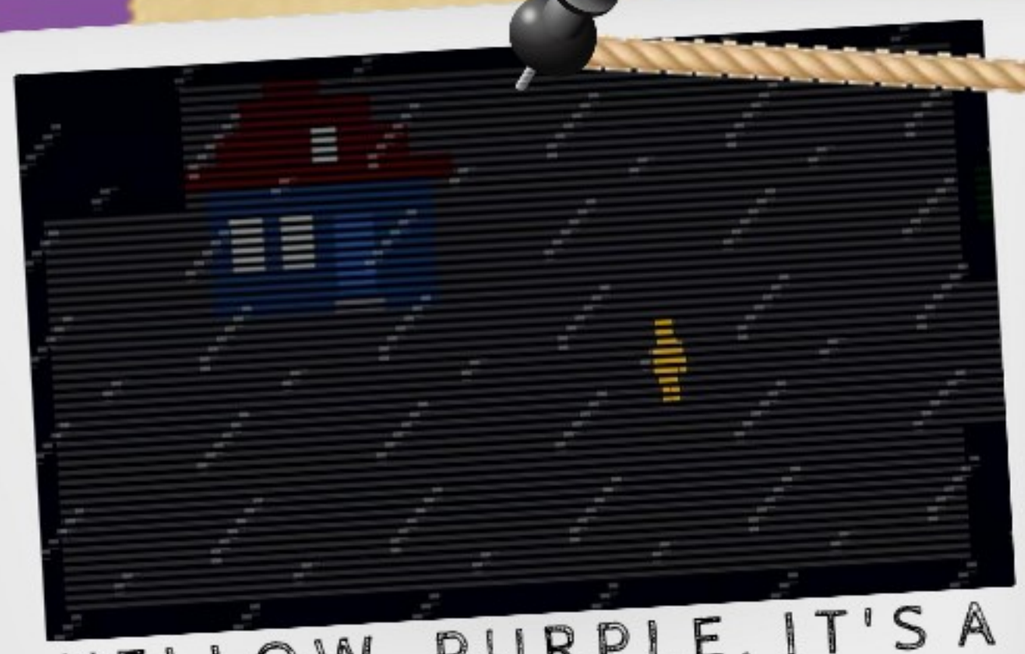
Talk about a killer ride!

Meanwhile, William drove quickly away from the crime scene, it was already midnight and anyone could notice what happened. Especially his business partner. William passed a mound, uncertain if it's a grave or something, and an apparent bar/restaurant unrelated to Fazbear Entertainment called JR's, which he even appears to have passed earlier; But he was no longer allowed to return.



240 BITS PER MILE

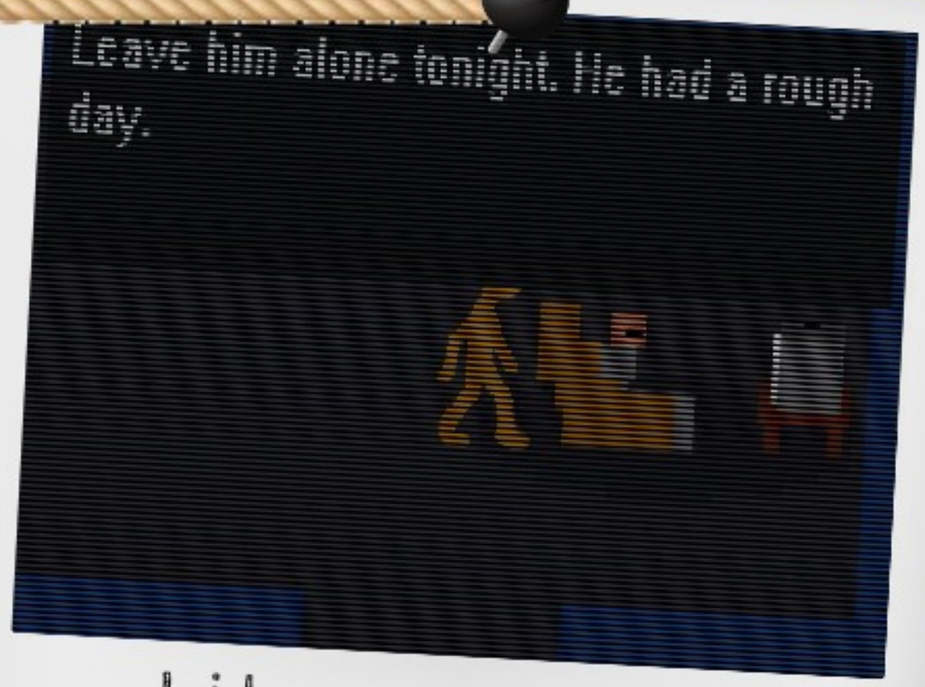
NO SECRET LORE HERE?



YELLOW, PURPLE, IT'S A KILLER, WHO CARES?

Finally, he arrived home. It's uncertain if it's the same one seen in the previous chapter, or a new home that the family moved to, but his night still would not end with what he did.

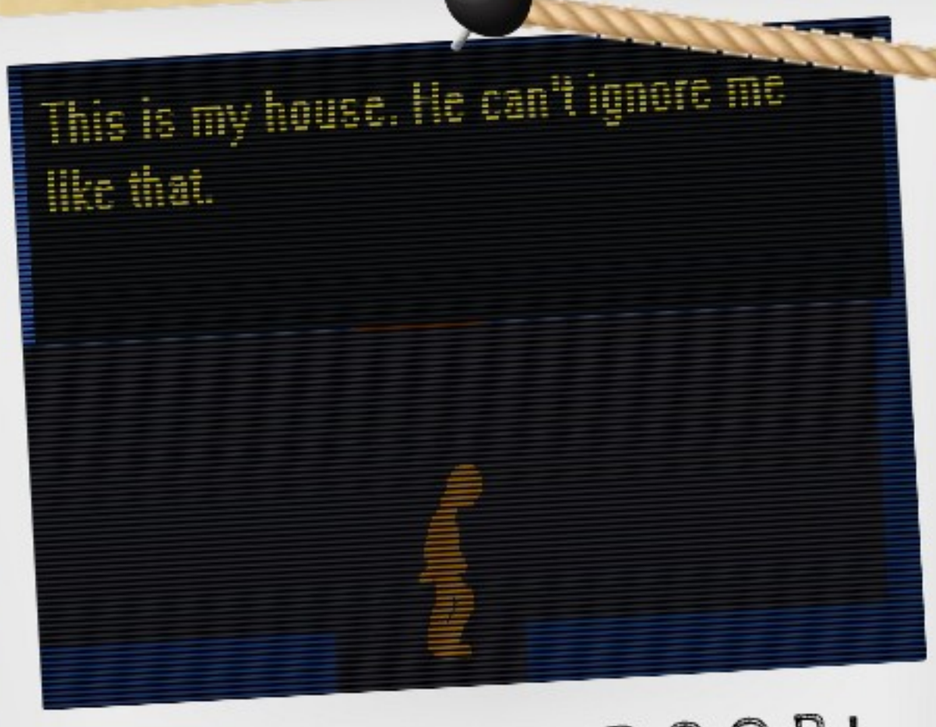
William was received with what it's presumed could be his wife, but although she told him so, he did not plan to stop his intentions of having a "meeting" with his eldest son.



Like mother, like son

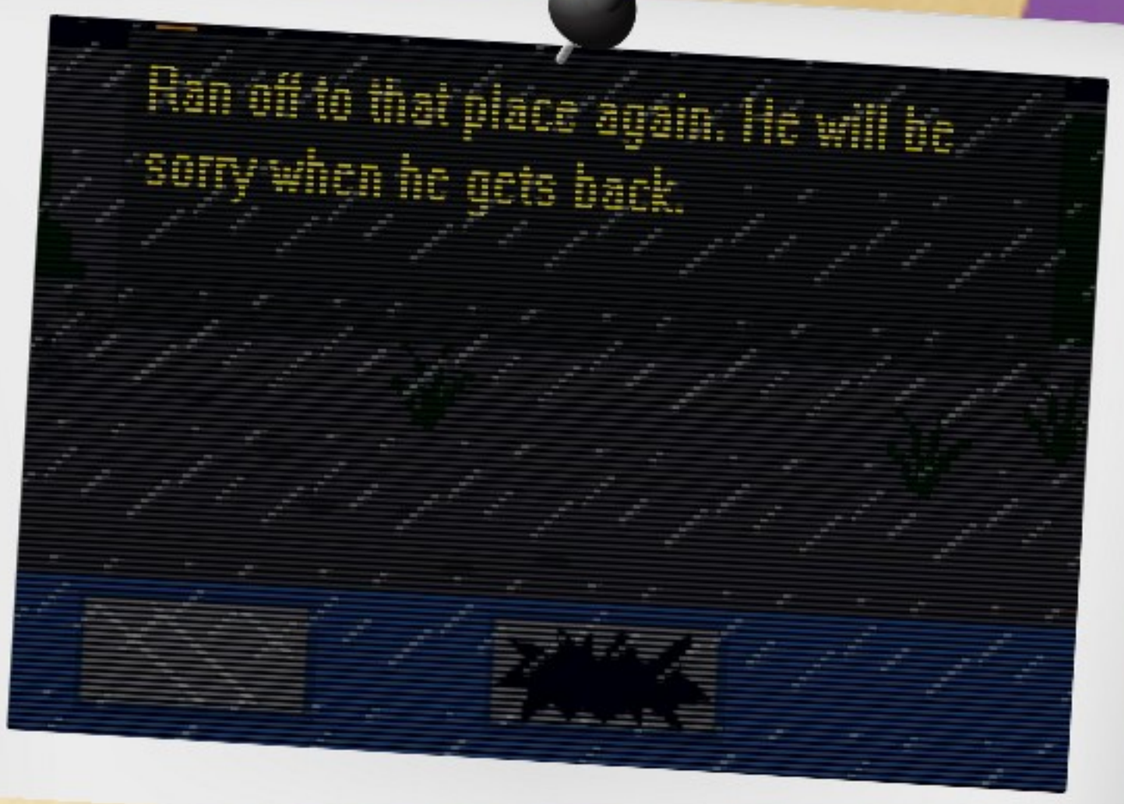
He knocked on Michael's door, but he refused to open it, which makes William angry; as head of the house he could not afford to be ignored.

He knocked and shouted louder, but with no response, he decided he would enter the room from outside.



OPEN THE DOOR!

William went out into the rainy night and walked around the house, reaching the back room where he found... interesting details. A broken window and some footprints.



It's not clear where Michael went, if he was the one who broke the window, or whose footprints are larger than the child's, which look like those of an animatronic character like Fredbear or Bonnie.

But for now, it's time to find out again what happened to the Emily family.

See page 71

Still sad

The close contact between Charlotte's flesh with the Security Puppet and the pain experienced were a bridge by which her spirit walked to end up possessing the marionette. An effect that was reflected in his mask—shedding tears like the ones Charlotte cried when dying and a familiar color; her killer's color.

BELOVED DAUGHTER

It's not entirely clear if Henry was aware of who the responsible behind this was, but is very clear that he was wounded. All he knew is that his little girl was gone, and he couldn't do anything about it.

A man lay curled on the floor, something cradled tightly in his arms, and when his mouth opened, the room shook with the sound of his anguish.

"He cried over that cheap store-bought rag doll for two months," ~~Elizabeth~~ snarled with disbelief. "He cried into it, he bled into it, he poured his grief over it. Very unhealthy. He began to treat it as though he still had a daughter."

- The Fourth Closet

See page 38

While this could've been the case here, in a different continuity there was something else.

In a different story, he not only didn't know who was responsible, but he also didn't know what happened to his lost daughter. So he cried and cried for what he lost and left the *memory* of his lost daughter in a doll named *Ella*. He got to create a manifestation that sought to resolve his situation by acting like the daughter he lost... familiar to a certain plush toy, right?

"There's a picture," he said finally. "You need to look."

She leaned over his shoulder. The story had continued over an entire page inside, with pictures of the restaurant, of the family all together, and of her and of Sammy, though neither of the twins were named in the article. In the bottom left corner, there was a picture of her father and another man. Their arms were slung around each other's shoulders, and they were grinning happily.

"John," Charlie said.

"It says they were joint owners," John said quietly.

"No," Charlie said, unable to take her eyes from the picture, from the face they both knew.

- The Silver Ones

So, all around, we're starting to see a lot of supernatural things. A serial killer doing experiments seeking to investigate the levels of Agony, a loose plush toy possessed by the memory of a child's lost friendship, and now a puppet possessed by a dead little girl. And this is just the beginning, because the strong friendship between those who started it all would become uneasy as time went on.

Perhaps because Henry wanted to keep something that reminded him of his real daughter, or because of the luck of being one of those objects that were moved to Freddy's after Fredbear's closed, Security Puppet was moved and resignified as *The Puppet*, a marionette that comes out of his gift box in the Prize Corner of the restaurant.

Oh yeah, Freddy's sister location ended up closing.

While it's not that clear if it was because of Henry's lost, another of the oddest William's experiments, or just bad luck, an unfortunate incident occurred in relation to multiple and simultaneous failure of spring locks. It's not entirely clear if more than one suit failed during service, or if it were multiple springs locks on a single suit which failed, but in any case, it was serious enough for Fazbear Entertainment to make the decision to stop using these suits.

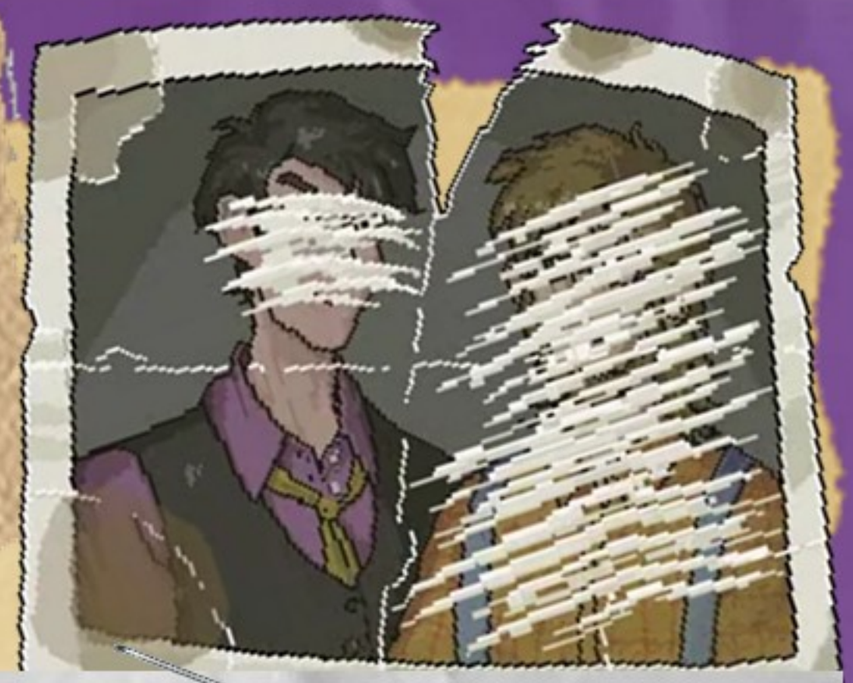
Uh, hello? Hello, hello! Uh, there's been a slight change of company policy concerning use of the suits. Um, don't. After learning of an unfortunate incident at the sister location, involving multiple and simultaneous spring lock failures, the company has deemed the suits temporarily unfit for employees. Safety is top priority at Freddy Fazbear's Pizza, which is why the classic suits are being retired to an appropriate location, while being looked at by our technician. Until replacements arrive, you'll be expected to wear the temporary costumes provided to you. Keep in mind that they were found on very short notice, so questions about appropriateness/ relevance should be deflected. I repeat, the classic suits are not to be touched, activated, or worn. That being said, we are free of liability, do as you wish.
As always, remember to smile; you are the face of Freddy Fazbear's Pizza.

- Five Nights at Freddy's 3

After so many things have happened, it seems that it no longer makes sense for Fredbear's to continue being a functional restaurant. Under these terms, it's time to move on from the diner.

Chapter 4

The Neglected Accident

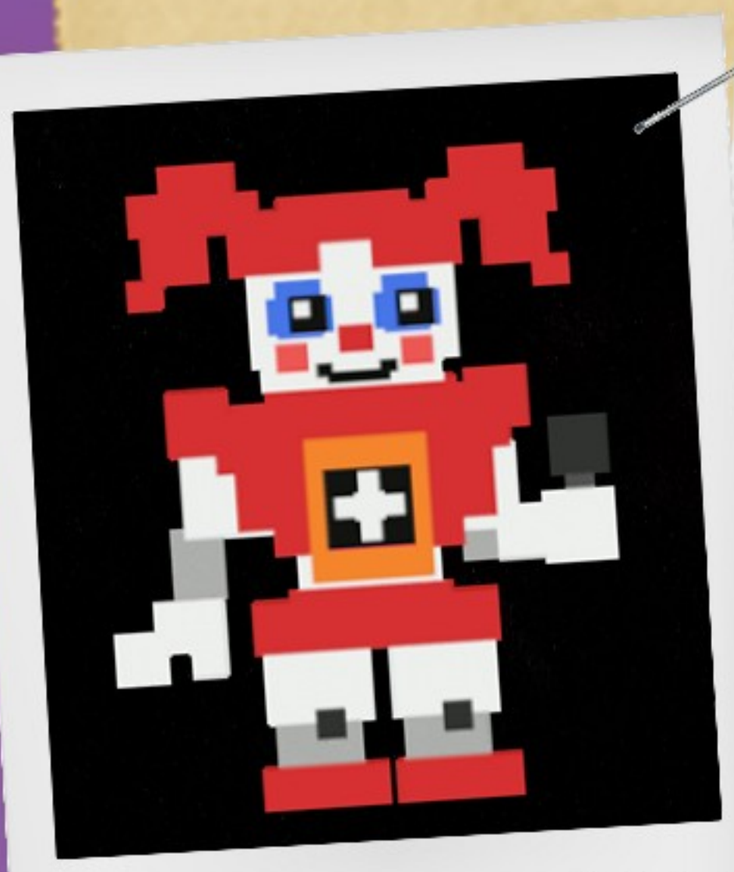


Clay picked up a picture from the pile; it had been taken, framed, from the wall of Henry's office at the restaurant. It was a picture of the two of them together, Henry and William, grinning into the camera in front of the newly opened Freddy Fazbear's. He stared at it; he had stared at it before. Henry's eyes did not quite match his smile. The expression looked forced, but then, it always did. There was nothing unusual here, except that one of the men had turned out to be a killer.

- The Silver Eyes

It's pretty clear to us that William has already ruined Henry's life with what he's done, but something important about the character is that any appreciation he might have for his friend is matched by the envy he feels toward his ability to achieve things William feels Hnry doesn't deserve, whether he's looking for them or not.

It's logical to think that, in addition to madness and drunkenness, what led to wanting to ruin Henry was jealousy, the intention of wanting to keep everything he created.



There was never just one

Since he failed to get Henry to leave the company (at least, as far as we know), he decided to double down and become the direct competitor himself by creating a new restaurant in which he would use his own company, Afton Robotics, to have it under his complete control. A *sister location*, one lightly overseen by Fazbear Entertainment.

Circus Baby's Pizza World, as implied in the name, has a brand new different face as the main character: *Circus Baby*. But, turns out that we already met her.

CONTEXT:
From where did they come from?

For the next several minutes, Rory yanked open drawers and pawed through jangles of tools and masses of paper. At first, he didn't find anything helpful. In the fourth drawer, though, he found blueprints to what was labeled UNDERGROUND TESTING FACILITY.

So that's where he was! He was underground!

Even the sunshine in Rory's house hadn't been real. No wonder he'd never been able to raise the shades and look outside.

- Tales From The Pizzaplex #8: "Dittophobia"

Before the idea for this new restaurant came to fruition in the mid '80s, the company had an entire underground building where they would test various elements that would eventually become part of Circus Baby's.

Between the design of the future establishment and the animatronics, all of this is also very symbolic due to the intention behind the restaurant, as this underground building had a direct connection to the site where William used to experiment on his deceased son.

What was beyond the glass walls?

Connected to certain rooms in the underground facility were hidden access points to the places where Crying Child was held and tortured. They were even directly connected to his original restaurant and house.

The rooms were disturbing. One was obviously some kind of observation station. It had slanted glass walls that looked out at a darkness Rory couldn't see into. Above one of the glass walls, there was a panel of unlit colored lights. Even though the lights weren't on, Rory could see that the four lights were different colors—one blue, one green, one pink, and one yellow. On an adjacent glass wall, a poster of a wild-looking girl with red pigtails had the word CELEBRATE printed across the top. A darkened control panel was under the glass wall with the lights. A row of upright gas tanks lined the wall to the right of it. A series of fans were on the wall on the other side of it.

- Tales From The Pizzapelx #8: "Dittophobia"

Now, something strange that's often found in many rooms is the presence of *gas tanks*. What purpose do they serve?

These gas tanks, even more present in William's private office, were intended to pump a hallucinogenic gas into the sites where Crying Child was being experimented on in order to confuse him, making him believe that his life in a fake home was normal and that his fake nightmares were too vivid to be considered real creatures. It was logical to assume they were nightmares.

Rory was in a concrete corridor. In the faint glow of his flashlight, it was hard to see the details of what was around him. The corridor, however, appeared to be lined with metal racks. The racks were filled with, of all things, something that looked like scuba tanks.

Rory stepped over to one. He aimed his light at some writing on it: DANGER. COMPRESSED GAS.

Gas? What kind of gas?

Rory leaned over and sniffed the valve. He could smell nothing but the corridor's damp.

Rory looked around some more. All the tanks, he realized, were connected to rubber hoses. The network of hoses lined the hallway, and they all came together in a cluster that fed into the wall next to the opening Rory had just come through.

Whatever the gas was, it was being pumped into Rory's house.

- Tales From The Pizzaplex #8: "Dittophobia"

The fact is that all of that was still there, and we've already seen what William was capable of out of sheer evil, so nothing was stopping him from continuing to use it by kidnapping other children like his deceased son.

First he would investigate them, then convince them to leave their home, and finally manipulate them into becoming permanent residents of the false home he created.

It's clear that a man as busy as him wouldn't have all the time in the world to devote himself not only to investigating and abducting children, but also watching over them. So he had to find a solution.

"You ran away from home," the voice said. "Don't you remember?"

Rory pushed his hair out of his face as he concentrated on what the voice was saying. *I ran away?* he thought.

"You didn't fit in at school, Rory," the voice said.

Rory's questions suddenly didn't feel important. Even though Rory couldn't see who was speaking, the sound of the voice felt like a warm hug. He closed his eyes, and in his mind he could see a reassuring smile.

"You had so much trouble in class, Rory," the voice said. "You couldn't understand the equations in math. You had trouble with your reading."

Rory frowned. Yes, he remembered that now. He hated school. He felt stupid when he was at school. He felt like he was wrong somehow, like he couldn't get anything right. He felt like an outcast at school. Wade was his only friend.

- Tales From The Pizzaplex #8: "Dittophobia"

Now that we have the context for why this sister location exists, it's time to learn a little more about the details that have us all concerned.

Now, the question that would come to anyone's mind is, why these animatronics have details in their design that are so... different from those seen before? Or in better words from a Fazbear board member:

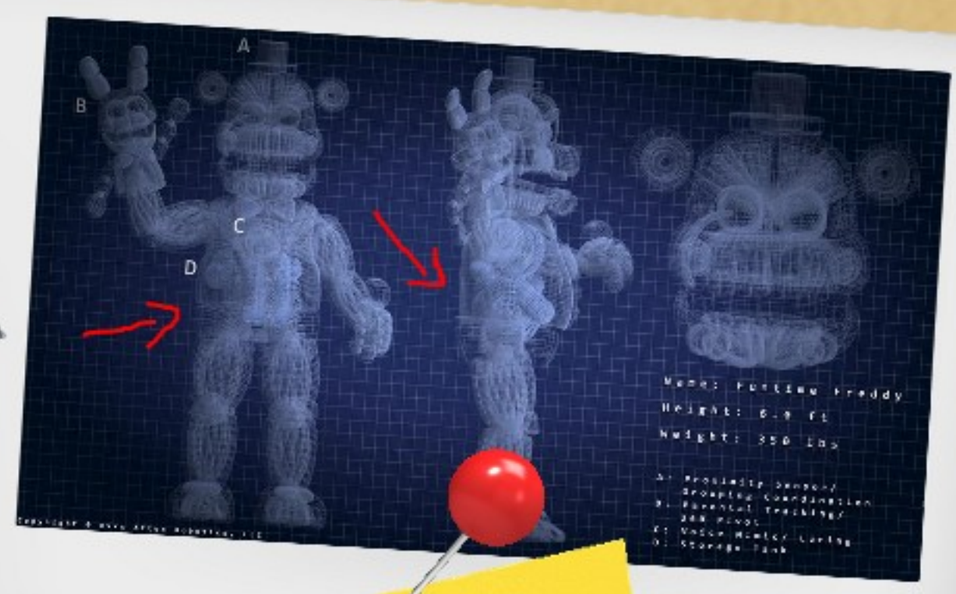
Board member: There's no doubting what you've achieved on a technical level. These are clearly state-of-the-art. There are just certain design choices that were made for these robots that we don't fully understand. We were hoping that you could shed some light on those.
William Afton: She can dance, she can sing. She's equipped with a built-in helium tank for inflating balloons right at her fingertips. She can take song requests. She can even dispense ice-cream.
Board member: With all due respect, those aren't the design choices we were curious about, Mr Afton.

- FNaF: Sister Location

It is a strange design, that throughout the body each animatronic has divisions, in a certain way exposing their endoskeleton. I think that if we check the blueprints better, we can get an idea of what Mr. Afton was trying to aim for with his creations.

I mean, if it wasn't obvious from what was previously said, he was definitely looking to kidnap children and probably expose them to the same procedure as his deceased son or that of his first victim to achieve more results.

Uhhh... Nope!
No one is here



The other characters were: *Funtime Freddy* (this thime a secondary in the band) accompanied by a Bonnie puppet named *Bon-Bon*, *Ballora* (another human-like character), and *Funtime Foxy* (this one might be a hint to William being the original creator of some characters for later).

Although Ballora or Funtime Foxy weren't designed to store children inside, it's true that part of their AI (also with odd design) aimed to guide them towards those who could capture them: Circus Baby and Funtime Freddy.

These new characters had all the potential to win over child fans (fitting for William), but perhaps he went too far with this idea, as it ended up causing... hmmm... Oh, right! I forgot to mention his daughter! The Afton Family weren't actually four members, but five! The youngest child of the family, currently a kindergarten student in early 1985: ***Elizabeth Afton***.

"spoiled child"

One would ask the obvious question, "Where has she been all this time?" Well, let's just say she wasn't going to be able to do much as a baby in a crib. While that thing in that extra room might look like a bed, don't let it trick you.

She was a little girl, holding a piece of paper in her hand, excited and full of joy. A bright gold foil star shimmered on the page, above the glowing words of her kindergarten teacher. Someone gently touched her back, encouraging her to run forward into the room, into the dark. She eagerly ran inside, and there he was, standing by the work desk.

- The Fourth Closet

Funtime... Foxy?

See page 49

There may even be a hint of Elizabeth's non-existent involvement in previous events in Bear of Revenge, being portrayed as... Funtime Foxy?

See page 11

Her eagerness didn't fade, she remained patient and joyful. After the first push, she came back to try again. It was only after the second push that she hesitated to go back, but she carefully returned anyway, this time holding the paper into the air. Maybe he didn't see it.

"He saw it," Charlie's other voice spoke down to her.

This time it hurt; the ground was cold, and her arm ached where she had fallen on it. She looked for the paper: it was on the floor in front of her, her gold star still shone bright, but he was standing on the page now. She looked up to see if he noticed, tears in her eyes. She knew she should leave it, but she couldn't. She reached forward to tug at the corner, but it was too far away. She finally crawled to it on her knees, her dress dirty now, and tried to pull the page from under his shoe. It wouldn't come loose.

- The Fourth Closet

Now, if you thought that Elizabeth, being a girl who probably was not older than 5 years old, was safe of William's mistreatment; you're wrong. She could actually take the brunt of it because she has something in common with her father's current obsession: a deep love for him. Her father was her world, and she wanted to be reciprocated... "How tragic and miserable such an existence is."

"That's when he hit me."

It was difficult to make out anything in the room after that. The room was a smear of tears and pain and her head was still spinning. But she made out one thing, a shiny metal clown doll. Her father had turned his attention back to it, lovingly polishing her. Suddenly, her pain faded to the background, replaced with fascination, obsession.

- The Fourth Closet

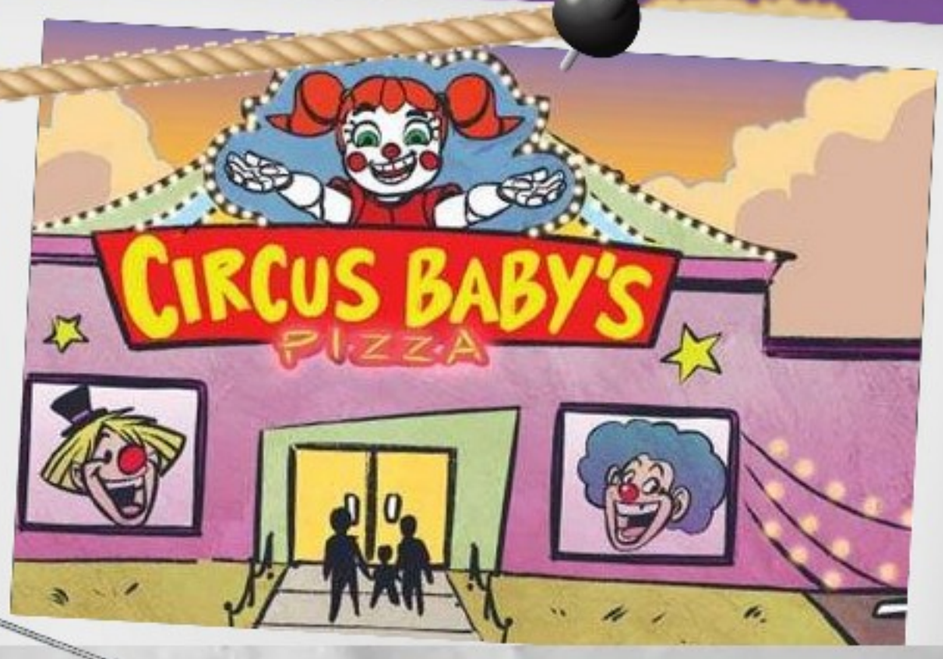
Although it's uncertain whether William made it that far, it shouldn't be doubted for a second that he would be capable. One thing in common is the obsession Elizabeth developed with her father's beloved creation.

Didn't you make her just for me?

It may be that William noticed this, so to avoid any accident, he told her that he was making Circus Baby for her, and told her to wait until the restaurant opened so she could play with her.

What accident did he want to avoid?

The opening of Circus Baby's Pizza World finally arrived, and it didn't take long to attract attention, as it was a highly anticipated event in the area.



Jessica squinted and raised a hand to shade her eyes: the enormous, smiling face of a little girl stared down at her, glowing neon against the night sky. She was made up to look like a clown: her face was painted white, and her cheeks were marked with round, pink circles, her nose a matching triangle. Her bright orange hair was tied up in two pigtails on either side of her head, and beside her were fat, red letters outlined in yellow. Jessica peered at the backward sign for a moment before the letters made sense: CIRCUS BABY'S PIZZA.

- The Fourth Closet

Daddy, why won't you let me play with her?

Daddy, you let the other children go see her. Why won't you let me go?

Daddy just once let me go play with her. She's so pretty and shiny. Didn't you make her just for me?

Daddy, she can make balloons! Have you seen her make balloons? Oh Daddy, let me go to her!

- FNaF: Sister Location

As expected, Elizabeth was excited to play with her supposed "gift," but as expected aswell, William wasn't going to let her anywhere near Baby. She was useless for his goals... However.

"Did you know that I was on stage once? It wasn't for very long, only one day. What a wonderful day though. I was in a small room with balloons and a few tables. No one sat at the tables, though. But children would run in and out. Some were afraid of me, others enjoyed my songs. Music was always coming from somewhere else, down a hall. I would always count the children, I'm not sure why. I was always acutely aware of how many there were in the room wit me. Two, then three, then two, then three, then four, then two, then none. They usually played together i groups of two or three."

- FNaF: Sister Location

It only took a moment in which William wasn't watching Elizabeth for her to approach Baby, an interesting animatronic because it generally seems to act as a relatively independent entity. Was it possessed in some way similar to previous cases? Or...?

“I was covered in glitter. I smelled like birthday cake.

There were two, then three, then five, then four.

I can do something special, did you know that? I can make ice cream! Although I only did it once.

There were four, then three, then two...then one. Something happened when there was one. A little girl, standing by herself.”

- FNaF: Sister Location

Baby's big first day on her stage was about to end as soon as she allowed her programming to take control of her after seeing Elizabeth standing in front of her. Alone.

Daddy isn't watching.

Don't tell Daddy that I'm here, I wanted to watch your show too! I don't know why he wouldn't let me come see you, you're wonderful! Where did the other children go?

- FNaF: Sister Location

As soon as the expected happened, seems to be that the "Emergency Stop" of Baby made William realize about it, ending the opening abruptly, provoking a "gas leak".

“I was no longer... myself, and I stopped singing. My stomach opened, and there was ice cream. I couldn’t move, at least, not until she stepped closer. There was screaming for a moment, but only for a moment. Then other children rushed in again, but they couldn’t hear her over the sounds of their own excitement. I still hear her sometimes.

Why did that happen?”

See page 105

- FNaF: Sister Location

Looks like something bad happened

While Circus Baby's Pizza World was about to end as an anticlimatic failure, something else was happening in the shadows. Once again, a terrible accident bear a beautiful fruit.

Chapter 5

The Missing Children Incident

"If anything, it was just too soon for such an ambitious venture. There is still a bright future for Circus Baby, so be watching for her to appear at a neighborhood party near you!"

As Baby's change in eye color implies, she turned out to be possessed by Elizabeth. Just as the contact of Charlotte's corpse with the marionette was a guide for her soul to end up in it, the same thing happened with Elizabeth, and this time, William found out about this and was again ready to experiment.

"Everyone dies." Jessica blinked; the adrenaline was wearing off, and she was beginning to feel exhausted. Afton reached up and touched the mechanical girl's cheek, then turned his attention back to Jessica.

"The most terrible accidents sometimes bear the most beautiful fruits," he said, as if to himself. "Re-creating the accident—that is the duty and the honor of science. To replicate the experiment, and obtain the same result. I give my life to this experiment, piece by piece." He nodded at the girl, and she approached Jessica with deliberate steps. Jessica backed away, fear surging again.

- The Fourth Closet

As said, the original plan didn't seem to be to kill children inside the animatronics, but the accident that Elizabeth suffered made him understand that there was something beyond what his son shown him.

Maybe because Elizabeth told him (unlike Charlotte, she wouldn't hide because she was afraid of him, since we know that what she wants most is her father's love) or because of simple intuition, it was Baby's insides what killed her. So it was appropriate to replicate it, but this time with a larger number.

Behind the mask
There was a man

Working on bringing the new Circus Baby's franchise back was going to take a while, so while Afton Robotics stocked up on all the content and the odd surprise for a new location, William decided he would take an opportunity he couldn't waste to test this new theory. For starters, what would happen if a monster that was already seen as friendly to the general public was passed off as one of his beloved creations?

I was the first

On June 26th of 1985, a birthday is celebrated at Freddy Fazbear's Pizza. It was obvious that it would be full of children, so William just had to gain the trust of all those he could "repurpose."

The first one turned out to be easy; a girl named ***Susie*** who was looking for her dog. All he needed to convince her was to tell her: "He's not really dead. **He's over here.** *Follow me.*"

I have seen everything

He learned from her that her parents told her that her dog was run over, but she didn't believe it.

A counterpart of the character exists in the story "Coming Home", which has its differences with Lore that has been told, but we may could add to the plot that she was a 6 year old with a younger sister named Samantha and parents called Hayden and Patricia.

"You said he saved your dog?" Carlton asked the blonde girl, grasping for answers.

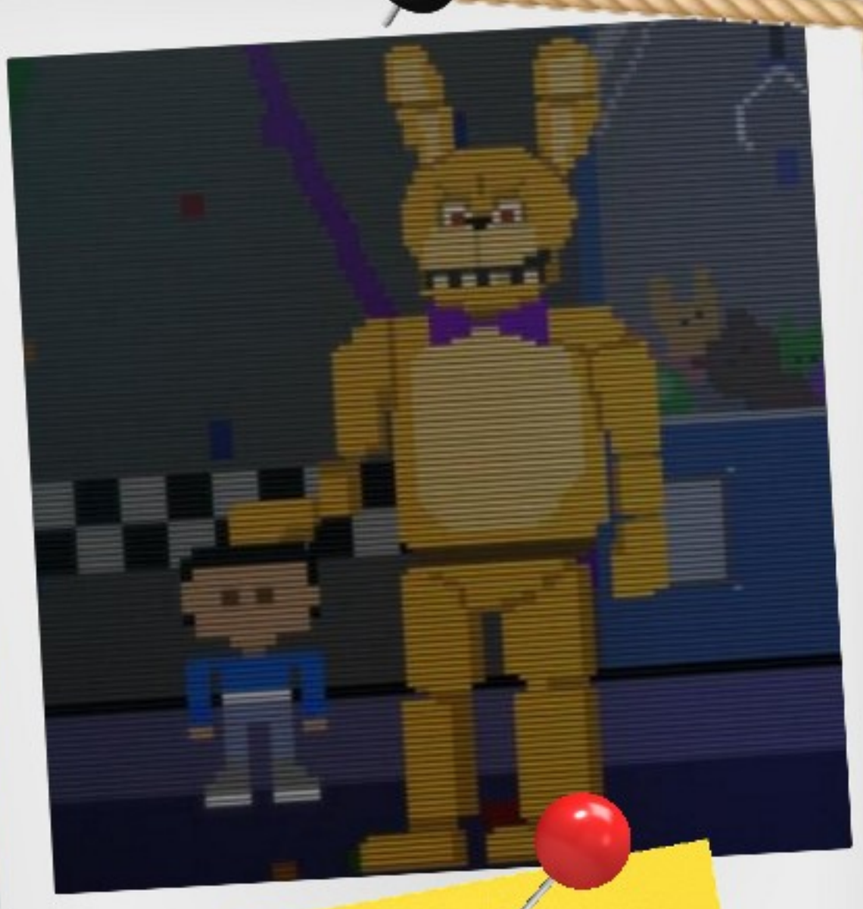
"Mommy said that he went to heaven, but I heard Daddy say he was hit by a car. But I knew it wasn't true, Bonnie told me it wasn't true; he said that he had found my puppy." She brushed a lock of hair from her shoulder with her hand.

"And did he take you to your puppy?"

"He took me, but I don't remember …"

- The Fourth Closet

See page 53



The next target was another child under ten years old called ***Jeremy***, whom William possibly lured by telling him that something bad was happening and that he would play the hero to solve it.

There is a theory that Jeremy was abandoned by his parents at Freddy's 'cause they wanted to move alone to Aruba, since it's part of an anecdote that has "Little Jeremy" as its protagonist.

Your special day!

The next target was the birthday boy himself, a six year old called ***Gabriel*** who was celebrating his 7th birthday. This one maybe was lured by making him believe that his friends, family or other children were waiting for him in a certain room. One that William disguised as a "Party Room".

Showtime!

"Uh-huh," Timmy said. "You know, those kids were at a birthday party, too."

Sylvia looked up from pouring milk on his cereal. "What kids, honey?"

"The kids at Freddy's."

She set the bowl in front of him. "I don't know what you're talking about. Is this something from one of those weird videos you watch?"

"They found them lined up against the wall," Timmy said matter-offactly, spooning up cornflakes.

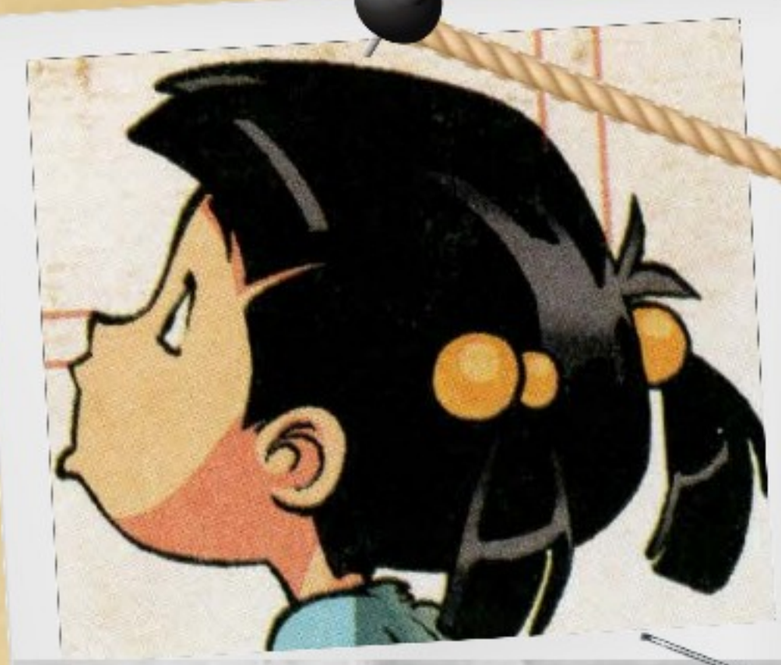
"Found what?" Sylvia said, thoroughly confused. She couldn't put her finger on it, but something about Timmy seemed off. His voice sounded more monotone than usual, and he wasn't making eye contact with her.

"Found who," Timmy said, like his mom was being obtuse. "The dead kids at Freddy's. They were lined up against the wall, and they were all wearing party hats."

- Fazbear Frights #12: "You're The Band"

The next target was another child under ten years old called ***Fritz***, supposedly, one that was quite easy to convince. Maybe he was a big fan of the animatronics already? Unclear.

He has light eyes, by the way



"But it was him who helped you?" Carlton pointed to the yellow bunny in the drawing that showed all five kids.

"Yes! That's him." She smiled. "My name is Susie," she added. "And that's Cassidy." A girl with long black hair approached, carrying more pictures in her arms. "And you?"

- The Fourth Closet

Finally, the last target to be reported was a girl under the age of ten named ***Cassidy***, who seems to have managed to put up some resistance before suffering the same fate as the others.

Every child who entered this supposed party room, which was actually the infamous Safe Room, ended up being murdered and piled against the wall. As the pizzeria was about to close (exactly at 11:00 p.m.), the show of the animatronics in service ended, so William had access to them to complete his plan.

I'LL MAKE GOOD USE OF YOU

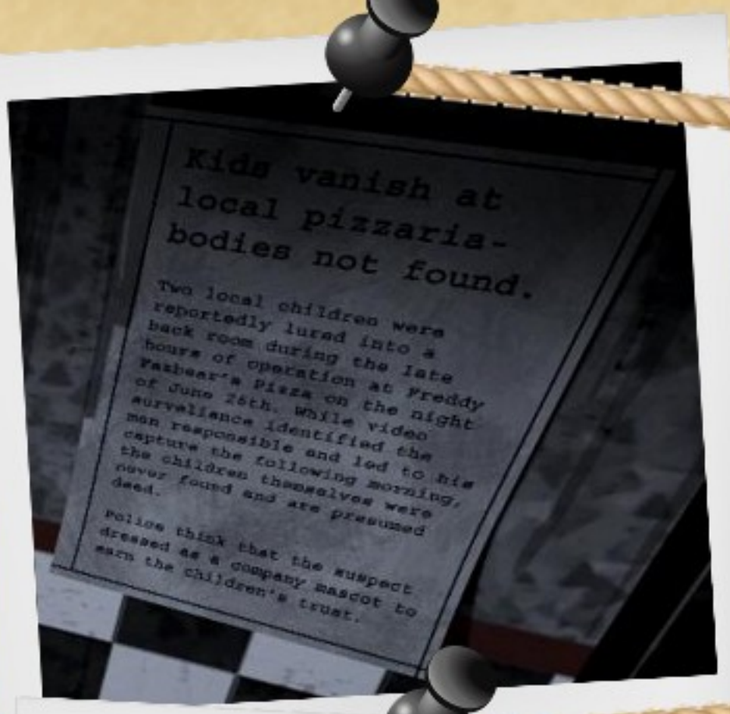
If killing innocent children wasn't enough, he allowed the insides of the animatronics they loved so much to finish the job, claiming their souls in the process. And the consciences of each child buried what they were in life and accepted their new identities. Susie became Chica. Jeremy in Bonnie. Gabriel in Freddy. Fritz in Foxy. Cassidy became the other Springlock that was in the place in addition to the suit that William wore.

"Oh, Jessica, come now. What else?" She closed her eyes. *What is he talking about?* "What else was inside them, to bind their spirits so inseparably to the bear, to the rabbit, to the fox? How did they die, Jessica?"

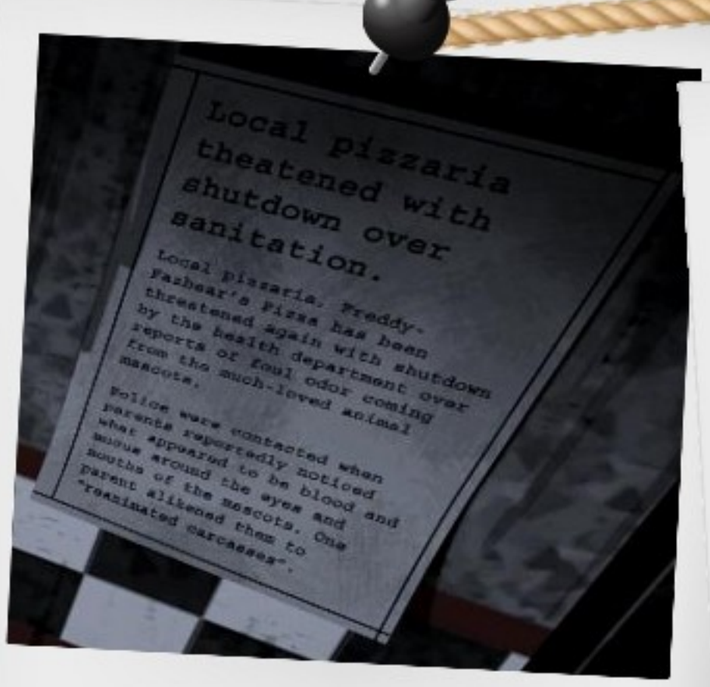
Jessica gasped, covering her mouth with both hands, as if she could stop herself from knowing, as long as she did not speak. "How, Jessica?" Afton demanded, and she lowered her hands, trying to steady her breath.

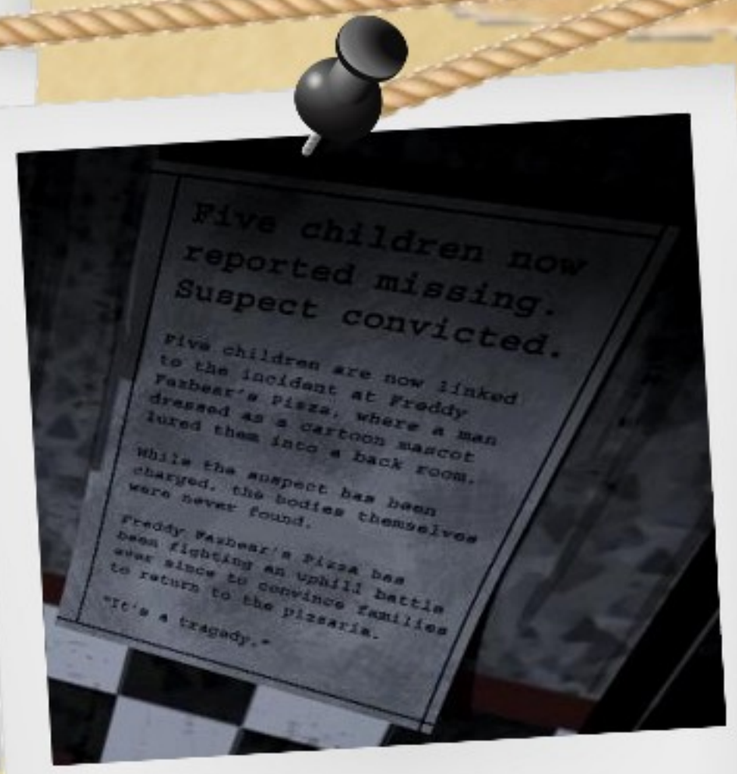
"You killed them," she said, and he made an impatient sound. She met his eyes again, not flinching from the empty socket. "They died in the suits," she said hoarsely. "Their bodies were bound inside, along with their souls."

- The Fourth Closet


Kids vanish at local pizzaria- bodies not found.
Two local children were reportedly lured into a back room during the late hours of operation at Freddy Fazbear's Pizza on the night of June 26th. While video surveillance identified the man responsible and led to his capture the following morning, the children themselves were never found and are presumed dead.
Police think that the suspect dressed as a company mascot to earn the children's trust.

Doing this was what saved William from being condemned, because between cameras and witnesses, it didn't take long for him to be charged, at least for a while.


Local pizzaria theatened with shutdown over sanitation.
Local pizzaria, Freddy-Fazbear's Pizza has been threatened again with shutdown by the health department over reports of foul odor coming from the much-loved animal mascots.
Police were contacted when parents reportedly noticed what appeared to be blood and mucus around the eyes and mouths of the mascots. One parent alleged them to "reanimated carcasses".


Five children now reported missing. Suspect convicted.
Five children are now linked to the incident at Freddy Fazbear's Pizza, where a man dressed as a cartoon mascot lured them into a back room.
While the suspect has been charged, the bodies themselves were never found.
Freddy Fazbear's Pizza has been fighting an uphill battle ever since to convince families to return to the pizzaria.
"It's a tragedy."

While William's experiment saved his life, the employees at Freddy's also noticed the odd details in both their surroundings and the animatronics themselves during the rest of the year, and weren't allowed to know why.

"Hello? Hello? Um, this is just a reminder of company policy concerning the safe room. The safe room is reserved for equipment and/or other property not being currently used and as a backup safety location for employees only. This is not a break room, and should not be considered a place for employees to hide and/or congregate, and under no circumstance should a customer ever be taken into this room and out of the main show area. Management has also been made aware that the Spring Bonnie animatronic has been noticeably moved. We would like to remind employees that this costume is not safe to wear under any circumstances. Thank you and remember to smile; you are the face of Freddy Fazbear's Pizza."

- Five Nighst at Freddy's 3

NO EATING AROUND CHICA
LET'S EAT!!!
Why is she starting to smell bad?
What is that smell???
Tech 2 noticed the smell, too. It's not just me.
New behavior: August: Chica is making garbage nests. Make employees aware ALL garbage needs taken out before closing.
Company issue #83: Inner torso repairs/ investigations are to be delayed.
Disable smelling protocol during daytime to avoid Chica stealing food. Kids cry if they see the endo mouth.

The police didn't have to think too hard; William was the culprit. But due to the lack of bodies and the public gaze he had, the people couldn't help but condemn Henry instead.

There was nothing to find, really. They knew who did it. At first he had suspected Henry, just like so many others around town. It was a terrible thought, but it was a terrible crime; there was no solution that would not be shocking. He had not been the one to question Charlie's father, but he had read the transcript. The man had been almost incoherent, so shaken that he could not give straight answers. He sounded as if he were lying, and to most people that was proof enough. But Clay had resisted, had delayed having him arrested, and sure enough they came to William Afton, Henry's partner. Afton seemed like the normal one in the venture, the businessman. Henry was the artist; he always seemed to be off in another world, some part of his mind thinking about his mechanical creatures even when he was holding a conversation about the weather or the kids' soccer games. There was something off about Henry, something almost shell-shocked; it seemed like a miracle that he could have produced a child as apparently normal as Charlie.

- The Silver Eyes

So much controversy ended up leading Henry to leave Fazbear Entertainment. The same for William, since he was unable to continue with his experiments while he had the police on him. Both co-founders disappeared, and Freddy's slowly declined until all locations ended up closing.

While father Emily was dealing with this controversy and leaving everything behind, daughter Emily appeared before William's other victims and gave them a gift that symbolized the responsibility she decided to carry to protect and maintain the true consciences of these children. At least, so that they're not completely replaced by the creatures they became.

Chapter 6

The Worst Year at Freddy's

RE-OPENING

Two years later, and with new owners, Fazbear Entertainment returned to try again to regain success by spending a small fortune to re-open one of the many restaurants closed due to the Missing Children Incident.

Uh, hello? Hello? Uh, this is just to inform all employees that due to budget restrictions, the previously mentioned safe rooms are being sealed at most locations, including this one. Work crews will be here most of the day today, constructing a false wall over the old door base. Nothing is being taken out beforehand, so if you've left anything inside, then it's your own fault. Management also requests that this room not be mentioned to family, friends, or insurance representatives. Thanks again, and remember to smile; you are the face of Freddy Fazbear's Pizza.

- Five Nights at Freddy's 3

At first, they tried to retro-fit the classic characters, even dragging Fredbear and Spring Bonnie from that old room which ended up being "sealed" due to low budget... maybe.

Sadly, the original characters couldn't work with the new facial recognition technology they wanted to add, so they ended up taking parts from them to bring back other characters instead.

Something old

CONTEXT:
Who are the Toy Animatronics?

Something new

These characters, alternative versions of the already known ones, existed in their own separate pizzeria, and the external design they had could indicate that it was William who came up with the idea of these characters.

Toy Freddy, *Toy Bonnie* and *Toy Chica* (with her own *Toy Mr. Cupcake*) made it clear that they aimed to be more modern, plastic and accessible to the technology that the company wanted to implement to avoid another... incident.

Kids can be so cruel...

An interesting character is the original *Funtime Foxy*, who, located in Kid's Cove, always ended up in the cruel (and apparently strong) hands of children.

> Uh, hello, hello! See? I told ya you wouldn't have any problems! Did. uh, did Foxy ever appear in the hallway? Probably not. I was just curious. Like I said, he was always my favorite. They tried to remake Foxy, ya know? Uh, they thought the first one was too scary, so they redesigned him to be more kid-friendly and put him in Kid's Cove. To keep the toddlers entertained, you know. But kids these days just can't keep their hands to themselves. The staff literally had to put Foxy back together at the end of every shift. Eventually they stopped trying and left him as some "take apart and put back together" attraction. Now he's just a mess of parts. I think the employees refer to him as just "The Mangle."
>
> - Five Nights at Freddy's 2

Something notable about their design is the makeup, which made bringing The Puppet into the venue felt perfectly natural with the new surroundings.

So, as the animatronics were ready, Fazbear Entertainment opened the new location's doors.

He pulled out the stack and flipped through it, looking for photos. In the third folder, he found it. He picked up the picture and held it up next to the one of Henry and William, turning so his body did not block the light.

It's him.

The background check application was labeled "Dave Miller," but it was unmistakably William Afton. Afton had been fat and affable; the man in the picture was sallow and thin, his skin sagging and his expression unpleasant, as if he had forgotten how to smile. He looked like a poor facsimile of himself. Or maybe, Clay thought, he looked like he had dropped his disguise.

- The Silver Eyes

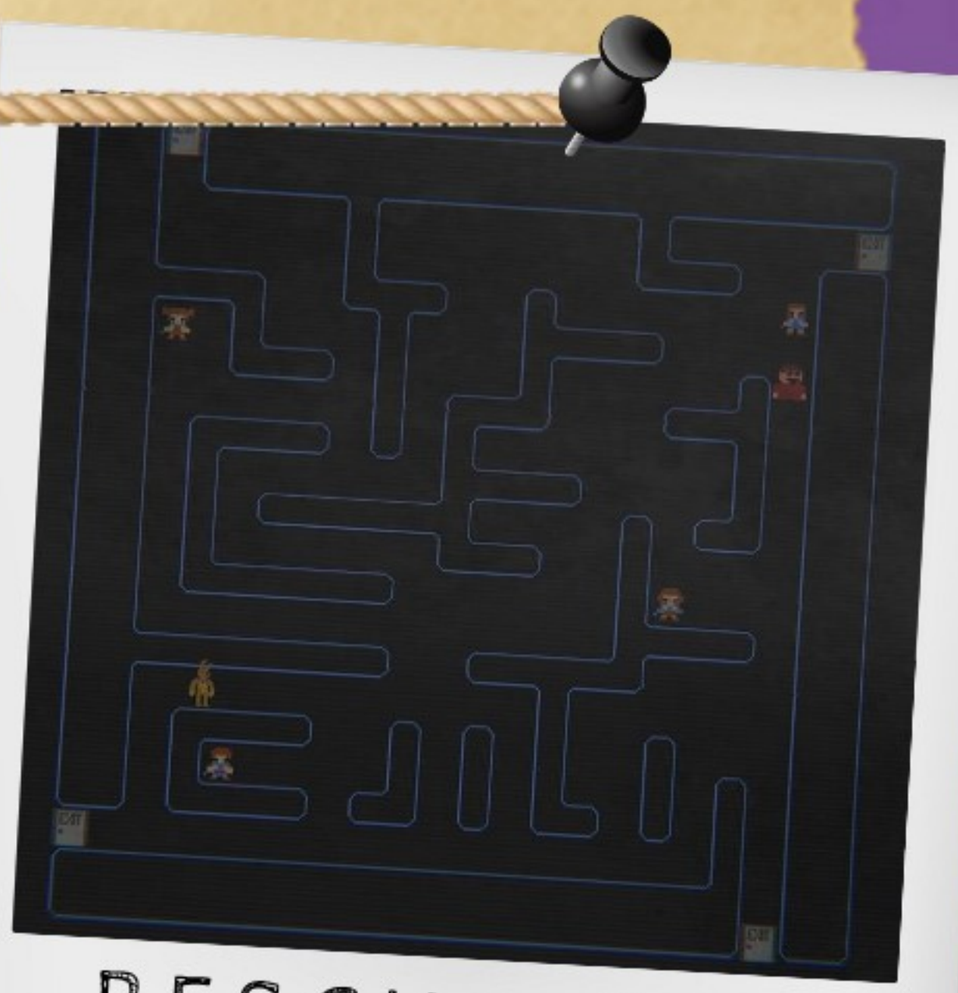
William Afton seems to have noticed the sudden return of the franchise, which didn't benefit him because he was precisely carrying out a process to change his appearance and return to the original location to have access to his victims. So, to find out what happened to those possessed creatures and to get back to doing what he does best, he went undercover as a security night guard under a false identity... let's call him "***Dave Miller***".

He spent his first week learning about the possessed animatronics, and apparently, this is the moment when "Dave" learned that The Puppet was possessed, since the marionette started to attack him with the other characters.

As soon as "Dave" finished his first week, he pretended, or maybe was taken as a crazy man so he could get traspassed to the dayshift.

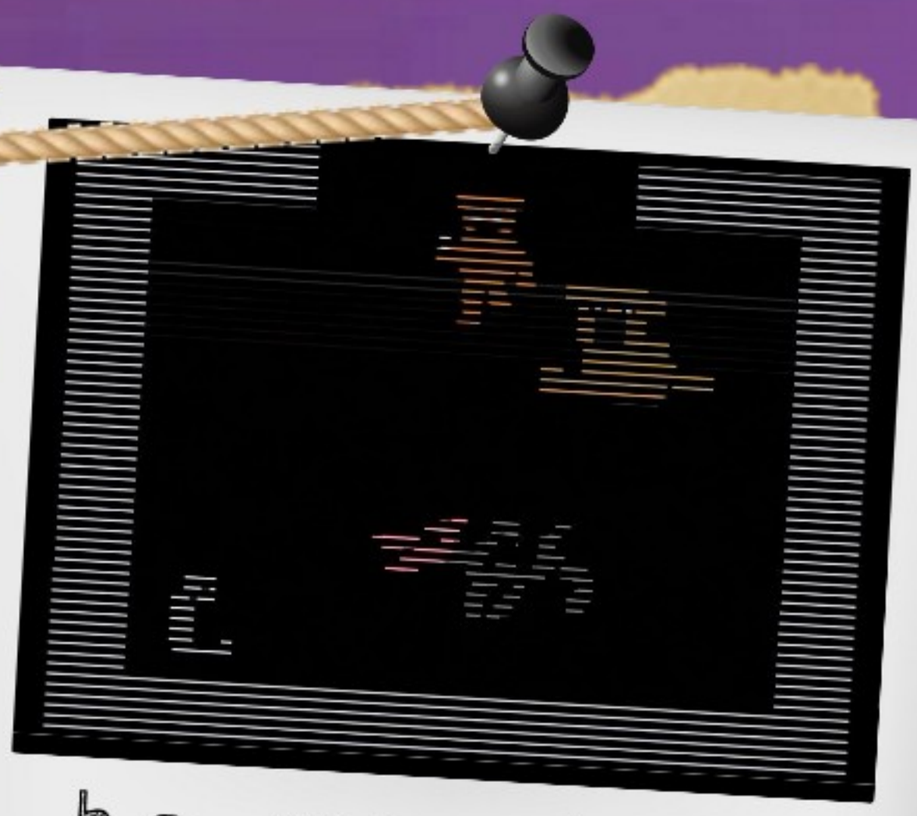
He wasted no time as a daytime security guard, taking advantage of the fact that his classic suit was there and waiting for the opportunity to attract five other children.

Just as "Dave" began luring and killing children, The Puppet (being the only possessed animatronic operating) realized what was happening , but Charlotte couldn't face her killer alone.



RESCUE THE CHILDREN

Gabriel, possessing Freddy Fazbear (now known as *Withered Freddy*), heard Charlotte's call for help and moved throughout the restaurant. But it was too late to save them.



he was here

you can't SAVE THEM

As soon as "Dave" finished his business, the next step was hiding the bodies, once again. Maybe they got hidden inside the robots, or somewhere else, but they went missing, at least for a while.

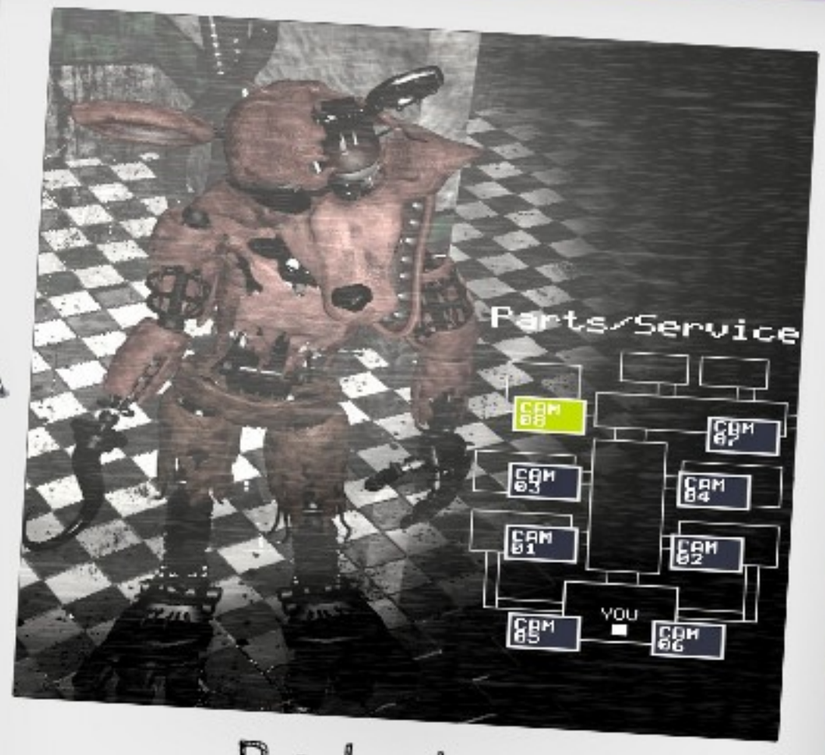
After "Dave" left the night guard position vacant, Fazbear Entertainment took into account the strange behavior of the animatronics, deciding to use a Freddy head for the next guard to impersonate *one of them*, and implement a musical box to *calm* The Puppet (as long as it keeps winding up).

Finally, the second security night guard, curiously, was the one who used to work at the previous location: ***Jeremy Fitzgerald***.

HELP WANTED
Grand Re-Opening!!!
Vintage pizzeria given new life!
Come be a part of the new face of Freddy Fazbear's Pizza!
What could go wrong?
$100.50 a week!
To apply call:
1-888-FAZ-FAZBEAR

The new and impoved Freddy Fazbear's Pizza

As soon as Jeremy took the position, Ralph tried to call him, but he didn't answer as he was busy with his work. Ralph ended up definitively earning the nickname "Phone Guy" when he began communicating with his employees through recorded messages. He informed Jeremy about how to deal with the strange behavior of the animatronics, the fate of the previous location, and something strange... the behavior of the Toys.



Ralph's favorite

During four nights, Jeremy learned that not only the Toys and Withereds were trying to get to him for some odd reason, but even that Balloon Boy animatronic tried to get to him, and each one was acting aggresive towards grown-ups, especially to Freddy's employees.

It was in his fourth night that Jeremy received an interesting phone call from Ralph, who told him that the place had to close because it was under investigation.

Hello, hello? Uh, hey there, night four! I told you you'd get the hang of it! Okay, so uh, just to update you, uh, there's been somewhat of an investigation going on. Uh, we may end up having to close for a few days... I don't know. Uh, I want to emphasize, though, that it's really just a precaution. Uh, Fazbear Entertainment denies any wrongdoing. These things happen sometimes. Um... it'll all get sorted out in a few days. Just keep an eye on things, and I'll keep you posted. Uh, just as a side note, though, try to avoid eye contact with any of the animatronics tonight if you can. Uh, someone may have tampered with their facial recognition systems-we're not sure. But the characters have been acting very unusual, almost aggressive toward the staff. They interact with the kids just fine, but when they encounter an adult. they just... stare. Uh, anyways, hang tight. It'll all pass. Good night!

- Five Nights at Freddy's 2

Seems to be obvious at this point that the Toys were possessed since those five children got killed, implying that the souls of these kids are involved in their possession in some way.

Since they're all attacking Jeremy, a night guard, seems to be fair to say that they're doing it because they believe that he was William, but there's something else behind this sudden hate toward grown-ups.

The children were left with trauma after their deaths, based on the belief that adults seek to take away the *happiest day* from children, while creatures like them seek to give them their *happiest day*.

"They'll kill you, too," Jessica said.

"No, I am quite confident that I will survive."

"Really?" John said suddenly. "I'm pretty sure they're the spirits of the kids you killed," he all but spat. "Why would they hurt us? It's you they're after."

"They don't remember," Dave said. "They've forgotten. The dead do forget. All they know is that you are here, trying to take away their happiest day. You are intruders." He lowered his voice to a hush. "You are *grown-ups*."

- The Silver Eyes

This is basically the reason for the mask working to avoid their attacks. This also adds to the plot of the children taking their new form as their actual identities, since they have the restaurant as their new home. So, having people who look like the one who "almost" took away their *happiest day* of course would make them angry.

On Jeremy's fifth night, Ralph half-hints that they seem to have discovered whoever is responsible for what they are investigating and that Jeremy may be moved to the dayshift.

I'd only been on night shift for about a week, but I was so relieved to be switched over to the day shift. There's a lot of stress working 12 a.m.–6 a.m. My boss had told me that the animatronics were acting strangely—almost aggressive toward the staff—but I wasn't about to let that scare me off. After work I had an unsettling feeling that I was being followed home . . .

Jeremy Fitzgerald, Survival Logbook - Page 80

Hello, hello? Hey, good job, night five! Um, hey, uh, keep a close eye on things tonight, okay? Uh. from what I understand, the building is on lockdown, uh, no one is allowed in or out, y'know, especially concerning any... previous employees. Um, when we get it all sorted out, we may move you to the day shift. A position just became... available. Uh, we don't have a replacement for your shift yet, but we're working on it. Uh, we're going to try to contact the original restaurant owner. Uh, I think the name of the place was... "Fredbear's Family Diner" or something like that. It's been closed for years, though. I doubt we'll be able to track anybody down. Uh, so just get through one more night! Uh, hang in there! Good night!

- Five Nights at Freddy's 2

See page 7

Then, for reasons that only seem to make sense to Jeremy, he returned to Freddy's for a sixth and final night.

He receives the very logical call from Ralph who asks him why he is there, but more importantly, Ralph almost seems to reveal his suspicions about the whole thing due to his nervousness. And what a coincidence that Fredbear, now known as "*Golden Freddy*", appeared aswell in this sixth night.

IT'S ME

SEE PAGE 68

Its nature is interesting, because it doesn't need to attack Jeremy unless he moves, and it fades away when using the mask. Maybe Cassidy isn't like the others?

Hello, hello, uh, what on earth are you doing there? Uh didn't you get the memo? Uh, the place is closed down, a-at least for a while. Someone used one of the suits. We had a spare in the back, a yellow one, someone used it... now none of them are acting right. Listen, j-just finish your shift, it's safer than trying to leave in the middle of the night. Uh, we have one more event scheduled for tomorrow, a-a birthday. You'll be on day shift. Wear your uniform, stay close to the animatronics, and make sure they don't hurt anyone, okay? Uh, for now just make it through the night, uh, when the place eventually opens again, I'll probably take the night shift myself. Okay, good night and good luck.

- Five Nights at Freddy's 2

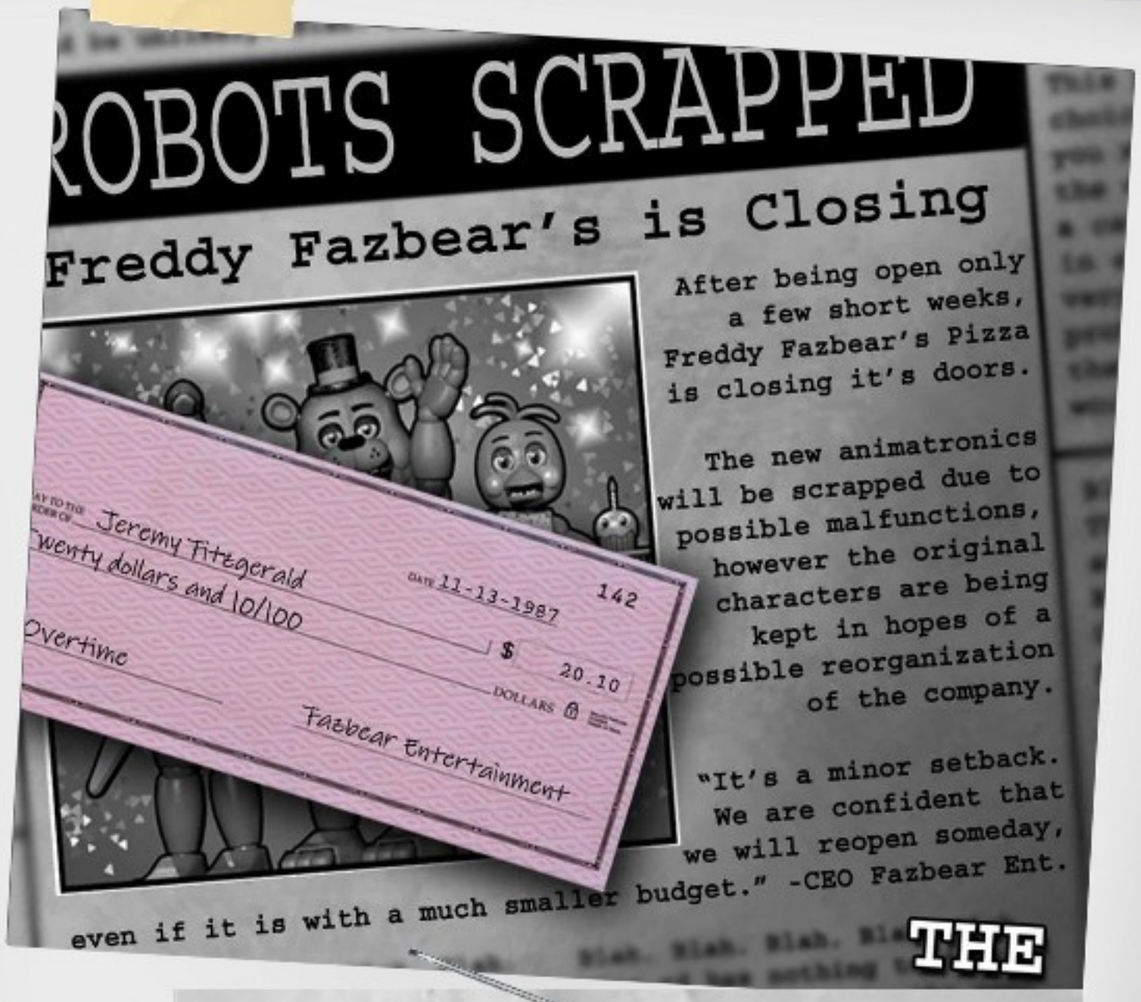
The Bite of '87

When the birthday arrived, Jeremy accomplished his goal, but it cost him dearly. One of the animatronics walked away from its stage and attacked Jeremy, causing the infamous "Bite of '87".

After the bite, and the imminent failure of the birthday party, it was decided that the fate of this new restaurant would be to close.

The Toy animatronics were destined to be discarded, which could greatly harm the entities that own them since these creatures are the equivalent of a human body.

But before all this takes place, they hired one last security night guard.


ROBOTS SCRAPPED
Freddy Fazbear's is Closing
After being open only a few short weeks, Freddy Fazbear's Pizza is closing it's doors.
The new animatronics will be scrapped due to possible malfunctions, however the original characters are being kept in hopes of a possible reorganization of the company.
"It's a minor setback. We are confident that we will reopen someday, even if it is with a much smaller budget." -CEO Fazbear Ent.
Jeremy Fitzgerald
11-13-1987
142
Twenty dollars and 10/100
$ 20.10
Overtime
Fazbear Entertainment
THE

You sigh and slip it into a pocket to discard later. People just leave their trash wherever they feel like it. This wouldn't have happened in the old days, when working at Freddy Fazbear's Pizza was a badge of honor. The franchise has truly fallen on hard times, thanks to those pernicious rumors about missing kids and the lingering bad press from "the Bite of '87."

If only the victim could tell what he did to provoke that attack, but he doesn't talk anymore. Or do much else. So the press completely blew the incident out of proportion, and the place hasn't been the same since. That makes it a little easier for you to be moving on.

- Interactive Novel #1: "The Week Before"

Who are they?

It's uncertain who this ***Fritz Smith*** fella is, but sadly, their dismissal is the end of this peculiar chapter.

Chapter 7

The End of Freddy's

The Week Before

This book is an interactive novel that's part of the continuity of the games, being a prequel to the first FNaF game. While "we" are the protagonist, we take the role of an actual character in-unverse.

As the previous newspaper let clear, Fazbear Entertainment wasn't ready to let go yet, so they managed to find a way to come back by restoring the vintage characters with their classic looks and taking them back home.

Yeah, Management got the bright idea to re-open the original Freddy Fazbear's Pizza location in which the Missing Children Incident took place.

While it seemed to be a very, very bad idea, the location managed to take advantage of every piece of success to remain open for a few years.

You punch the button for Pirate Cove. The shimmery, starspangled curtains around the attraction are drawn, but you could have sworn you saw something moving back there just as the monitor switched over to the feed. The sign out in front reads SORRY! OUT OF ORDER.

You made that sign and placed it there yourself, the day they decided to shut Pirate Cove down and sealed Foxy inside. What a terrible day.

- Interactive Novel #1: "The Week Before"

see page 54

Since the opening of Freddy's, Ralph once again took on a great role by being, involuntarily, the "boss" of the rest of the employees, making sacrifices to recover the company's reputation.

In the aftermath of “The Bite of ’87,” staff spread tips around the restaurant of how to slow or stop the animatronics if they ever attacked again. You put a stop to those harmful rumors, once again earning the title of Employee of the Month. That time, the prize was a special pizza named after you for thirty days. It proved unpopular and only lasted four days, though; it turns out no one wanted to buy a pizza named “The Ralph,” covered in anchovies and artichokes.

- Interactive Novel #1: "The Week Before"

By then, Ralph's daughter; ***Coppelia*** (who was a newborn when Ralph agreed to work at Freddy's); was seven years old and unlike before, she didn't like the animatronics at all. Ironically, Foxy was her least favorite.

Unfortunately, Coppelia wasn't the only case of disinterest on the part of a child, because even the polls showed a certain unevenness in popularity... what happened?

Diddly dum dum diddly da...

We would've to remember that those animatronics they rebuilt are still possessed by the souls of vengeful and confused children, and if we take into account what happened previously with Jeremy Fitzgerald... we know that massive layoffs and "resignations" are coming. And sadly, these poor children are responsible.

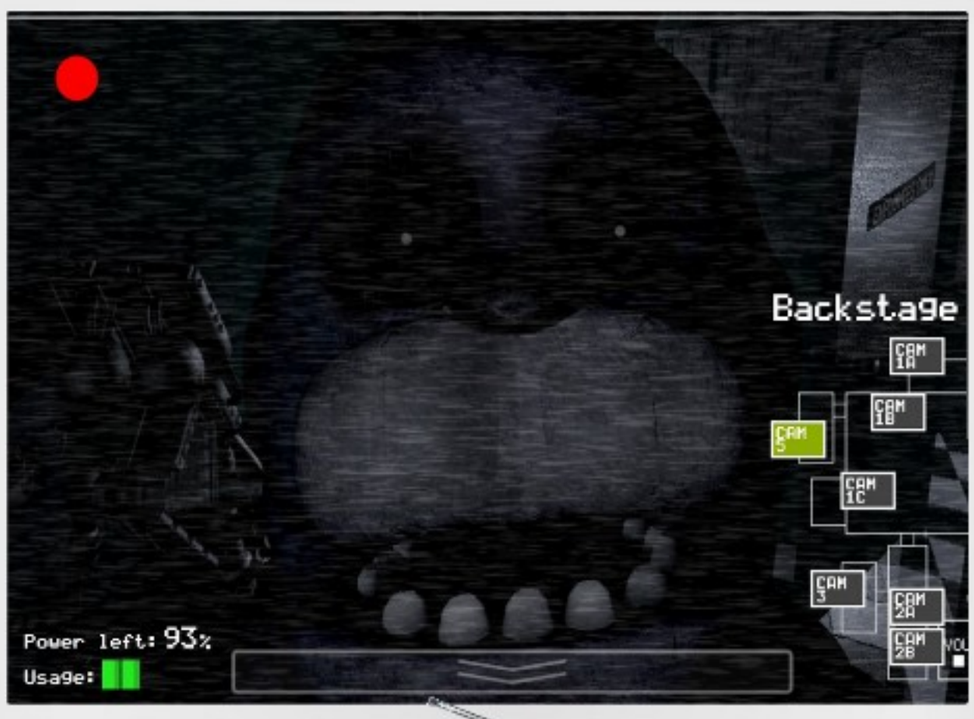
As far as most of the employees thought, including Ralph himself (specially considering that he was awarded as 'Employee of the Month' each time he put a stop to any rumor), the animatronics had odd manners due to their longevity. In fact, Ralph didn't mind their polemic attempts to attack grown-ups or employees due to his respect towards them.

I guess he was destined from the beginning to be the security guard. He usually took that position on the day shift (according to him, it was his dream job), but it seems that a position suddenly became vacant on the night shift. So, we already know what's next for Ralph.

Now, at this point, these possessed characters didn't actually want to spend the rest of their mechanic lifes trapped in the restaurant. Specially smelling terrible.

They wanted to get out, at least to invite new friends to the "party".

But night guards like Ralph have the purpose to stop them (besides keeping people out). So they need to take Ralph out of the way as soon as possible.



"If you take a moment to think about it, you know it's true. They've been getting bored of night after night being the same, same, same. This whole week, they've been doing more and more than they used to—testing their limits, as well as yours. See, since you decided to leave, they started thinking about how *they* could leave, too."

- Interactive Novel #1: "The Week Before"

Of course they've also been known to do … other things. Rumor is, they've become strangely aggressive lately. But surely those glitches were ironed out or they wouldn't have reopened this place. Not that customers have exactly been flocking back just yet.

After the restaurant closes and everyone is gone, the animatronics enter roaming mode and walk around to prevent their servos from locking up. You hear heavy footsteps echoing out there now. *Clomp. Clomp. Clomp.*

- Interactive Novel #1: "The Week Before"

It's unclear how much of a coincidence was the fact that the animatronics planned to escape during Ralph's last week, but at least he won't get bored until Night 5.

Now, as the only employee around Freddy's during the night, it's kind of a duty for the security night guard to clean up any mess made during the night shift (or even from the day shift, if janitorial service was a bit lazy) and fix some stuff.

In the first night of his last week, Ralph has the mission to change the light bulbs of the Restrooms Area.

As it couldn't be otherwise, dealing with the simplest tasks at Freddy's means risking death. Before reaching the Restrooms, Ralph has to avoid Bonnie in the Dining Room.

The moment he got to the Restrooms, Ralph replaced one of the two burned light bulbs, dealt with Foxy by hiding in one of the stalls, wainting for him to leave, and then he replaced the second light bulb. All he has to do now is head back to the Security Office.

You scramble under a table and lie on your stomach, peering out from under the tablecloth. Now you feel the vibration of footsteps as well as hear them. They plod toward the Dining Area. The animatronic would be moving faster if it knew your location.

- Interactive Novel #1: "The Week Before"

After getting back to the Security Office, Ralph decided to do something special to end his last week on a high ground: leaving advices for the next night guard.

"Hello? Hello, hello? Uh, I wanted to record a message for you … to help you get settled in on your first night. Um, I actually worked in that office before you. I'm … finishing up my last week now, as a matter of fact, so … I know it can be a bit overwhelming, but I'm here to tell you: There's nothing to worry about …"

You run through the introductory greeting they always make you read and then touch on some important details, like how the animatronics will be on the move, and how to engage with them (or rather, not engage with them). That endoskeleton stuff.

All the things they should really tell you when you sign up.

- Interactive Novel #1: "The Week Before"

You're feeling a bit nostalgic and thinking about your legacy as "The Phone Guy," so you decide to leave a message for the next person in this chair. Only this time, you want to tell them the truth, everything they need to know to make it here.

Well, not everything. Management screens these messages, so you'll have to insert some strong hints.

You don't remember the number for the Voicemail system on the office phone, but this mobile phone has it on speed dial. You connect to the messaging service.

- Interactive Novel #1: "The Week Before"

Each day, each night is the same routine for our old friend.

After making breakfast for Coppelia, she heads to school and Ralph goes to sleep; "eager" to start the next night at Freddy's. Talking about Night 2.

When the clock hits 06:00 a.m., the animatronics head back to their stages, ready to perform during the day. Meanwhile, Ralph drives out of the pizzeria to head back to his home and meet with his daughter.

When you get home at 6:30 a.m., you wish you could go to bed, but your day isn't over just yet. Now it's time for your second, but most important job: parenting. This one is full-time and pays nil, but you wouldn't have it any other way. However, getting your eleven-year-old daughter, Coppelia, up and ready for school is more challenging than anything Freddy Fazbear's Pizza could throw your way.

You peek into her bedroom and see her still snoozing peacefully. Books are scattered across her bedspread and on the floor, and an open one lies on her chest, rising and falling with her steady breathing. She was clearly up late last night, reading, as usual.

- Interactive Novel #1: "The Week Before"

You arrive at the Dining Area. Bonnie's head is lying on the floor, staring vacantly at the stars and streamers hanging from the ceiling. But something else catches your attention: The doors to Party Rooms 1 and 2 are closed.

Those were previously open when you saw them on camera, but the feed in that section is notoriously glitchy. It's possible you didn't see them clearly the first time.

You're the night watchman, so you should check out anything suspicious, and this is *definitely suspicious*. Those party rooms are a perfect hiding place, and it's not like the animatronics to go around opening and closing doors.

- Interactive Novel #1: "The Week Before"

Something different happens, because Bonnie is seen with his head out of place. It's unclear why did that happen, and Ralph suspects that the responsible is in the abandoned Party Rooms.

You have a job to do, Ralph! Instead of focusing on the weirdness of the Party Rooms, he decided to grab Bonnie's smelly head (it looks like the animatronics haven't been cleaned in a while) and placed it back on top of the torso. But he didn't know how to reattach heads, so he decided to call **Dave**, his rival for the title of 'Most Awarded Employee of the Month'.

"It's four already?" you say. "Gee, time flies when you're having fun, heh."

"That you, Ralph? You losing it, calling me at this hour?"

"Getting there. Listen, I have a question. Um, a hypothetical question. Let's say an animatronic's head falls off. Which way do you twist it back on to reattach it?"

"You know the old saying: 'Lefty loosey, righty tighty.' "

"Great! Thanks. Sorry to bother—"

"Hang on," he says. "Which animatronic is it? Hypothetically speaking."

"Bonnie."

"Bonnie … Let's see. Make sure you put the center screw in first and tighten it good."

- Interactive Novel #1: "The Wek Before"

Of course Ralph won't be able to reattach the head with his fingers, so he just used a plastic-gold coin with Foxy's face on it as an screwdriver.

Although Ralph is the perfect model employee for Fazbear Entertainment, even he can't help but take a nap at night, so, waking up just before his shift ends, he decides to make a second pre-recorded call within the five remaining minutes.

You call into the messaging service and start talking:

"Uhh, hello? Hello? Uh, well, if you're hearing this and you made it to day two, uh, congrats! I—I won't talk quite as long this time since Freddy and his friends tend to become more active as the week progresses. Uhh, it might be a good idea to peek at those cameras while I talk just to make sure everyone's in their proper place. You know …"

You keep talking and pushing buttons on the cameras until the clock rolls over to 6:00 a.m.

- Interactive Novel #1: "The Week Before"

When he gets back home, Coppelia reminds her father about how the animatronics disturb her, interestingly, even having nightmares about them.

You must have spaced out for a minute because the next thing you know, she screams and throws the pillow at your head. You catch it and hold it to your chest.

"What? What's wrong?" you say.

"Why were you standing there staring at me?" she says.

"I was about to wake you for school … I'm sorry. It's been a weird night."

She pushes her hair back from her face. "It's okay. It was just kind of creepy. When I first woke up, I must have been still dreaming. You looked like that Fredbear thing from your job."

"You mean Freddy Fazbear?"

"Whatever. He weirds me out. They all do."

- Interactive Novel #1: "The Week Before"

To make her fel better, Ralph gave her the gold coin. Seems to be that they usually give gifts to each other, as Coppelia used to make him drawings of himself, like Ralph losing his head... for some reason...

Anyways, next is Night 3.

Everyone always wants to schedule their parties in Party Room 2 because it has one of the few windows in the restaurant, but the moment you saw it, you knew it was a big security risk. Kids are always breaking it on a dare, though no one has ever gotten inside before.

Someone has to clean up that mess in Party Room 2.

You put your finger on your nose. "Not it," you say.

- Interactive Novel #1: "The Week Before"

The third night started different as usual, because now there was a broken window in one of the Party Rooms. Ralph suspects that there might be an intruder, but now his main duty is to clean up the spill.

First he heads quickly to the Supply Closet before Bonnie gets there, then he heads toward the Party Room 2 and clean up the mess before the animatronics get there first. Specially Freddy Fazbear.

You flip on the light—it's a horror show. The spill inside looks like blood. A lot of blood.

It smells like blood, too: a bitter, metallic scent you can almost taste, like copper. You gag and then throw up your dinner.

Now you have an even bigger mess to clean up. You empty the jug of bleach into the bucket and get to work, mopping up the blood and vomit. The stench and fumes might be overpowering if not for the shattered window in the far wall, which lets in fresh air.

- Interactive Novel #1: "The Week Before"

This intruder was actually a woman who used to be called ***Bronwen Light***, and yeah, she didn't last long.

It's unclear how, but she discovered what the animatronics were planning, and she wanted to investigate further, but they caught her and ended up stuffing her into a Freddy suit in the Backstage Area, usualy called "Parts and Service" by the employees.

There's Golden Freddy aswell, if, uhm, anybody cares.

It's in a different position from what you remembered, now hunched over in the corner of the room next to some storage shelves. Someone has attached a spare Freddy head, one of the earlier models from the Fredbear days, only twisted around backward so it's facing the wall. The air is thick with flies swarming around it, crawling over it. Something is in its right hand.

Every fiber of your being is screaming for you to look away, get away from here, but you have to see. You are standing right in front of the costume now, close enough to recognize the object in its hand as a large mobile phone.

- Interactive Novel #1: "The Week Before"

It was such a shame, because Ralph actually wanted her to work at Freddy's, but Management ended up rejecting her. Maybe because they knew her actual intentions.

Now only her phone remains.

In the hall outside the party rooms, you ring Backstage one more time to lure anyone away from the Security Office and clear your way back. But this time, someone picks up the phone.

The intruder? You'd almost forgotten someone else might be in the restaurant.

Static crackles on the line, and you hold your breath to listen closely. All you can hear are the faint echoes of children's laughter. Then the line goes dead.

The screen of your phone lights up with a message: **SAVETHEM**

- Interactive Novel #1: "The Week Before"

He kept cleaning up the mess and even boarded up the broken window while using his phone to distract the animatronics through the whole location. It took him almost the rest of the night.

This message is interesting, because it pretty much implies that, whoever send it, was related to the Backstage. A supernatural force.

These same words were being told earlier by The Puppet, who wanted to save the previous children from getting killed by William. But right now there don't seem to be children in danger nor is Puppet present in this location, as in previous cases.

What is happening? I guess we'll find out way after Ralph finishes his shift and sends a third message for his replacement.

While Ralph doesn't know, I have to let clear that Bronwen actually tried to contact him before breaking in, but sadly, it wasn't her destiny to get a good ending.

Now, when the fourth night arrives, something very weird happens, because Ralph finds the pizzeria still operating and the animatronics are playing and making a mess in the Dining Room.

"Are you okay?" she whispers. Her voice trembles.

"I'm alive." You laugh, but neither of you finds it funny. "Are you okay? Why are you up so early?"

"I didn't sleep well." The two of you walk back to the kitchen together. She holds on to your arm. "Someone called last night. Looking for you."

"Who? When?"

"She didn't say. She called a minute after you left, hoping to catch you."

"Did she leave a message?"

"She said she would and then she hung up. There wasn't a very good connection."

"Huh. If it's important she'll call back."

- Interactive Novel #1: "The Week Before"

Ralph thought that they were acting like this due to their programming still set in "Day mode", so maybe a way to stop this was turning the lights off.

To achieve this goal, Ralph had to reach the Breaker Room, which was set right behind the Backstage. He obviously won't run to the animatronics as if they were friendly, so he head to the Security Office and found a way to, maybe, reach that room. Using the vents' system, he could reach the Breaker Room while sliding through the location's walls.

You don’t know how many times you’ve looked at those lockers, but on your tenth or eleventh trip, you notice something new—*behind* the lockers.

A ventilation opening near the floor.

You drag the lockers away from the wall, wincing at the sound of scraping metal. Has this vent always been here? You’re excited: You can use these to sneak right by the Dining Area undetected. If you can find your way.

- Interactive Novel #1: "The Week Before"

Of course it wasn't an easy trip, specially considering the sound of his weight crawling through the walls and roof. But Ralph managed to distract the animatronics by calling around different phone stations in the pizzeria, buying him enough time to crawl into the Breaker Rom.

Getting there wasn't harder than dealing with the breaker box, because now he had to deactivate it by pushing buttons in a certain sequence. Luckily, he managed to solve it after a while.

You quickly press each button on the panel in sequence. They glow crimson and a soft hum indicates power shutting off around the restaurant. Then, one by one, the buttons turn green again as the system resets.

You quietly crack open the door to peek into the Dining Area. The main lights are now out.

- Interactive Novel #1: "The Week Before"

Ralph head back to the Security Office through the vents. Something told him that it might not be the smartest idea to walk through the Dining Room.

We clearly know why, but if even this guy is starting to realize this fact, then it's a clear sign that things aren't going well. And, sadly, this is going to seal Ralph's fate.

Since he took a while to crawl back to the Security Office, he couldn't record a message this night, so he just walked out of there.

When getting back home, Ralph as first was scared due to Coppelia not being at her room, but she got asleep on his bedroom. He rejected her request to skip his last remaining night.... what a mistake.

You roll your eyes. You lie next to her and stare up at the ceiling while she snuggles against you.

This is nice, you think. Coppelia used to do this all the time when she was little, but you know these days are numbered. Eventually, probably sooner than you like, she won't even want to talk to you. You'll miss all those sleepless nights with her tossing and turning, sticking her feet in your face, lying on your arm until it's numb.

So you'd better enjoy it while you can.

The next thing you know, Coppelia is kissing you good-bye on the cheek. She is dressed for school and holding a Pop-Tart in one hand, her backpack in the other.

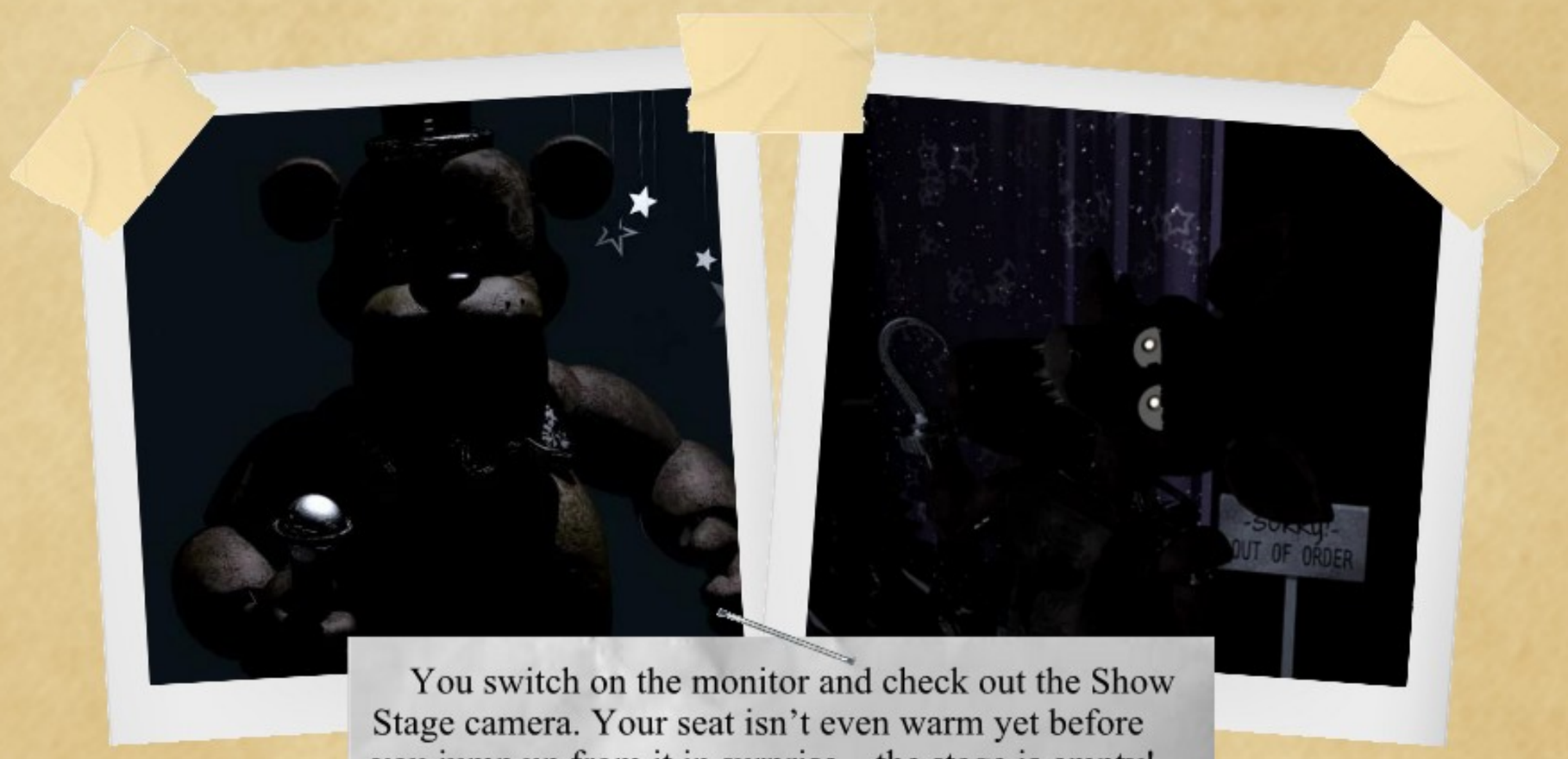
"I'm leaving," she says. "Daddy, can you stay home from work tonight?"

"I can't," you mumble, already falling back to sleep. "Just one last night …"

- Intactive Novel #1: "The Week Before"

Something interesting happened the same day earlier, because the restaurant didn't even open. Ralph believes that it was because he didn't clean up the mess the animatronics made the last night.

While he was lost on his thoughts, the animatronics started moving once again. This time they were getting aggresive specifically towards Ralph, making their way to the Security Office. Perhaps they couldn't wait any longer for the opportunity to escape once and for all, specially since they took advantage of the power still being on during the previous night.



You switch on the monitor and check out the Show Stage camera. Your seat isn't even warm yet before you jump up from it in surprise—the stage is empty!

It's just after midnight—the animatronics are way ahead of schedule. They could be restless after being alone all day. Hopefully, they aren't upset about their party last night being interrupted. They might be out seeking revenge.

Or could they be angry that you're leaving? You've been a part of the Fazbear Family™ for so long, perhaps they don't want you to go.

Or they don't want you to get away.

- Interactive Novel #1: "the Week Before"

You leap toward the button beside the left door and slam your palm against it hard, as if more force will make it close faster. As soon as the reinforced barricade falls into place, you hear a frustrated scream and heavy fists against the metal. The door shakes in the frame and vibrates with each impact, but it holds.

You got to that in the nick of time, but movement in the corner of your eye makes you think you still weren't quick enough. Bonnie's face appears at the vent. He tilts his head from side to side and stares at you.

You're surrounded, with no way out and little hope of surviving until morning.

- Intactive Novel #1: "The Week Before"

Chica quickly reached the Right Door, but Ralph closed it. Then Foxy got out of his Pirate Cove and ran through the left hallway, but Ralph was already used to this.

Ralph got surrounded, but he wasn't going down without a fight, so he kicked Bonnie's head out of his body the moment he jumped out of the vent, giving him enough time to think of doing something else while Freddy was quickly making his way to the Security Office.

He took out his phone, not realizing that he got a message from someone, because he already choosed that this was his last night, and he had to leave a legacy, not only through his daughter, but also for the next unfortunate one to go through what he went during these long *almost* five nights at Freddy's.

Ralph knew what his destiny was the moment he gets captured by the animatronics; getting stuffed into a suit. He at least wanted to make sure that someone checks on them to let clear to his daughter what happened.

While recording his last words, Freddy finally reaches the closed door and suddenly, the doors in the office pop open and the camera feeds cut out. All of the four animatronics scream.

Don't overthink it. You dial the number for the recording system and start talking.

"Hello, hello! Hey!"

You realize you never left a message for them last night. This will be sent on, what, their fourth night?

"Hey, wow, day four … I knew you could do it. Uh, hey, listen … I might not be around to send you a message tomorrow—"

Animatronics are banging at both doors. They' re obviously getting agitated. They probably don't want you to make this recording.

"It's—It's been a bad night here." *Bang! Bang! Bang! Bang!* "For me. Umm … I—I'm kinda glad that I recorded my messages for you, er, when I did. H-hey, do me a favor—"

The banging gets louder and doesn't stop. You keep talking over it.

"Maybe sometime, eh, you could check inside those suits, in—in the back room? I'm gonna try to hold out … until someone … checks. Maybe it won't be so bad."

Will they do it? Will the next security guard return the favor and try to save *you*? Will it make a difference?

- Interactive Novel #1: "The Week Before"

Ralph spent his last seconds stuffed in a suit, probably a Bonnie one (since Freddy's already in use), only able to say a few words before... uhm... *passing out*. Yeah. "That sounds legally OK to say." Once again, there was a vacancy for a security night guard. And this time, it would be the last time before Freddy's finally closes its doors.

When you come to (how?), it's dark. You can't move your head, but through two small eyeholes, you can just make out what appears to be the repair shop behind the stage.

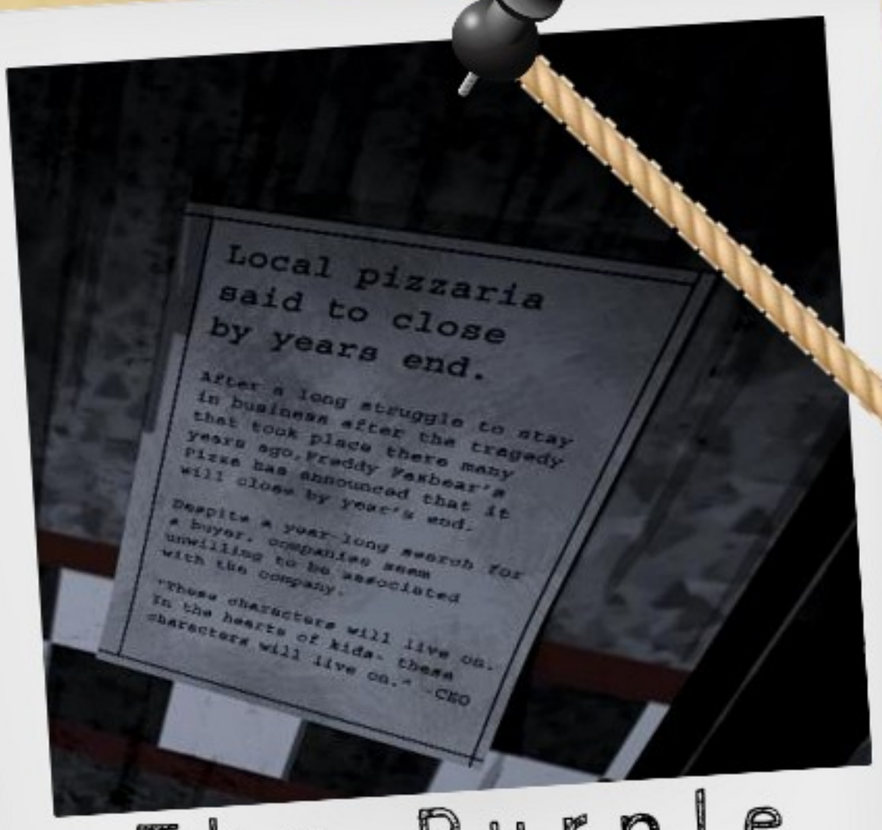
I'm okay? you wonder.

Something smells bad. It might be you. *It's me.* Why can't you move your head, your hands?

I'm not okay.

All your choices have led you here, and now you're out of options. The only thing you can do is wait.

- Interactive Novel #1: "The Week Before"

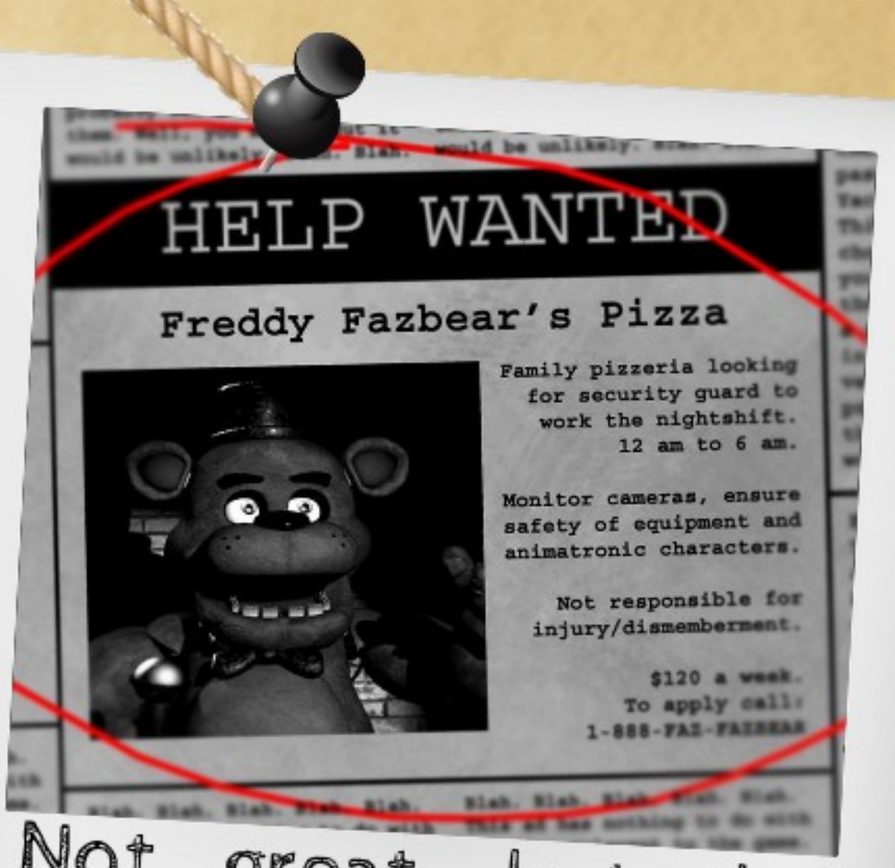

Local pizzaria said to close by years end.
After a long struggle to stay in business after the tragedy that took place there many years ago, Freddy Fazbear's Pizza has announced that it will close by year's end.
Despite a year-long search for a buyer, companies seem unwilling to be associated with the company.
"These characters will live on in the hearts of kids- these characters will live on." -CEO

The Purple Man grin

Now, there were some things that didn't entirely made sense during this week. One of those things was the message that Ralph got from the Backstage on his third night.

Surprisingly, the one who sent this was one of the souls of the children, presumably using Bronwen's phone. But what did this child meant by "save them"?

Well, seems to be that one of the children actually wanted to go against the goal of the other animatronics.


HELP WANTED
Freddy Fazbear's Pizza
Family pizzeria looking for security guard to work the nightshift. 12 am to 6 am.
Monitor cameras, ensure safety of equipment and animatronic characters.
Not responsible for injury/dismemberment.
$120 a week.
To apply call:
1-888-FAZ-FAZBEAR

Not great, but the hours are worse

To remind you, the animatronics were draining the restaurant's energy so they could last longer in the outside. They wanted to get new "friends" and stuff them into other animatronic suits.

While Bronwen might've learned about this by her own, and perhaps she tried to call Ralph to get help, the truth is that she couldn't get out alive. But around the same place she died, there was Golden Freddy, who we know got possessed by someone; Cassidy; who was abscent during this week... right?

"It's not impossible," she continues. "They've been messing with the power in the restaurant, redirecting it to their charging platforms. Storing up extra energy, so they can travel farther. One more night, and they'll be able to leave Freddy Fazbear's Pizza and terrorize people outside. And there'll be no stopping them.

- Interactive Novel #1: "The Week Before"

see page 57

Well, the truth is that she actually tried to continue Bronwen's legacy, leaving a supposedly "pre-recorded" message for Ralph to let him know about all of this. Sadly, the message was a bit complex to get, and it also arrived the moment Ralph died, so it was too late already.

73 Just under the angry onslaught of noise, you hear a soft voice, a warm and gentle one. A woman saying, "**It's me. Thank you … You did it. She'll be all right now. She's safe. She's safe …**"

Itsmeitsmeitsmeitsmeitsmeitsmeitsmeitsme itsmeitsmeitsmeitsmeitsme**shessafe**itsmeitsme itsmeitsmeitsme**shessafe**itsmeitsmeitsmeitsme itsmeitsmeitsmeitsmeitsmeitsmeitsmeitsmeitsme itsmeitsmeitsmeitsme**shessafeshessafe shessafe**itsmeitsmeitsmeitsmeitsmeitsmeitsme itsmeitsmeitsmeitsmeitsmeitsmeitsmeitsmeit

There’s definitely a little boy crying on the other end of the line. He’s shouting, “No! Let me go!”

You lean forward. “Hello? Hello? Are you there? Talk to me, kid!”

“No! Please, I don’t want to!”

Your skin prickles. You realize you’re listening to a recording. You can’t help anyone.

“… give you a closer look,” another boy says, his voice mean and hard. You hear children’s laughter and bubbly pop music, one of Fredbear’s original hits, “The Secret Ingredient Is You,” which you haven’t heard in years.

“Hey, stop that! Put him down!” a man shouts. “Get back from the stage! Do *not* touch the bear.”

People start shouting and screaming. The music plays on. The boy cries on.

Until—

Crunch.

You hang up the phone. But you can still hear a child crying. You twist around in your seat and see—

Crunch.

- Interactiv[illegible]re"

This is an alternate way Ralph could've died if he choosed to answer "Bronwen" message, but instead of typing the right code, he typed '1-9-8-3'. Since the message is related to Golden Freddy and Crying Child mimicked the bite, we can agree that he's possessing the animatronic.

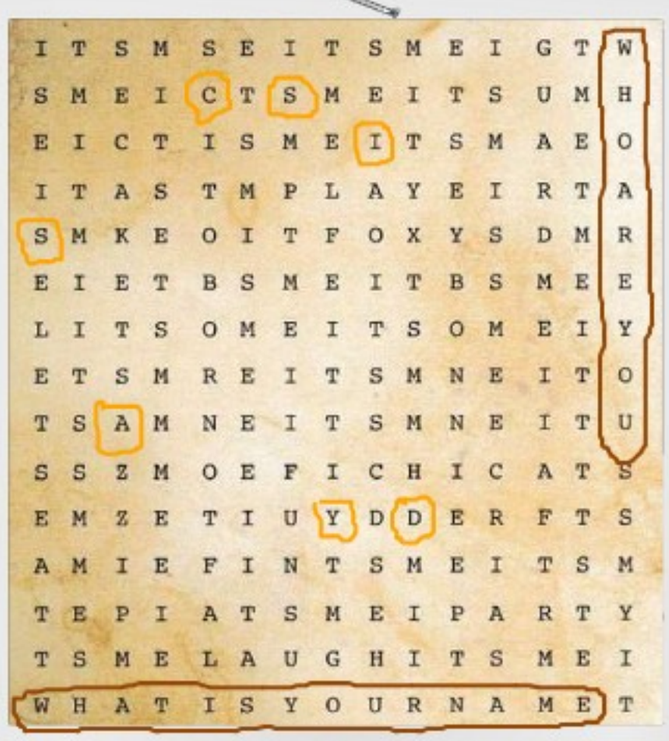
Maybe it's related, maybe not, but here's someone else sharing the Springlock with Cassidy. A crying child. Specifically, THE "Crying Child". One who has been through a lot since we met him.

If we remember what happened earlier, Crying Child's soul got broken, just like Henry's soul when creating the "Unique Spark" in a different story.

Interestingly, he seems to be related to the words "It's me" in a special way. These words are usually used by the spirits to imply what they actually are. The missing children use them to not forget that, despite everything, they're still kids.

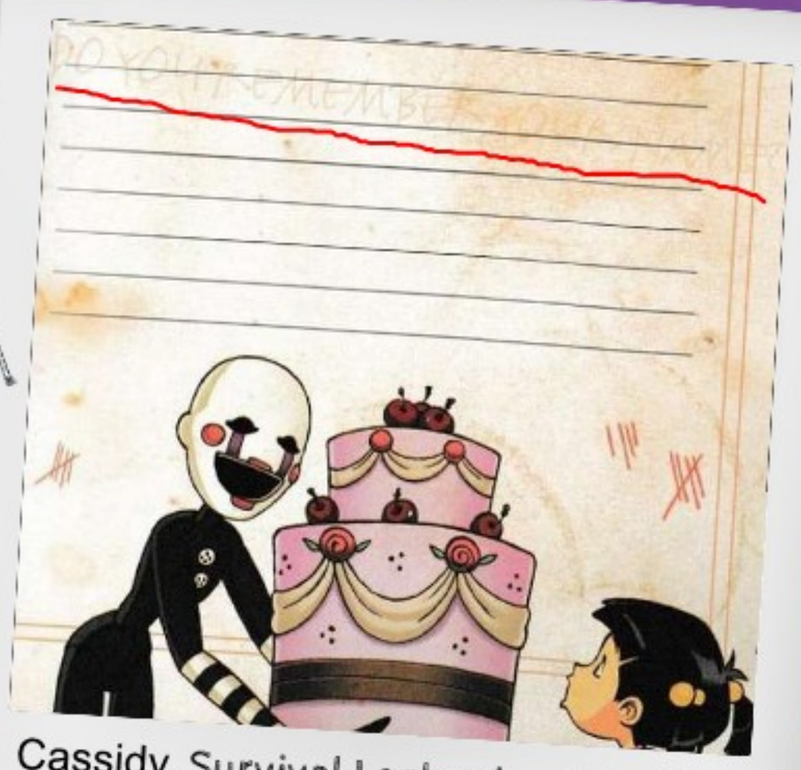
Maybe Crying Child tends to use these words in an attempt to not become like the others, although he's not dealing that well with it. But here's when Cassidy matters, because, despite everything, she still remembers.

How many ITS ME can you count?



???, Survival Logbook - Page 58

Since they're sharing the same animatronic, it's not a big surprise that they talked to each other. But between the two of them, Cassidy is more curious about Crying Child's nature, because he doesn't seem to remember most of his story. But when Cassidy dives into his memories, she learns stuff about him and makes him specific questions or statements.



Cassidy, Survival Logbook - page 31

WHAT DO YOU REMEMBER? - page 20
WAS YOUR FAVORITE CHILDHOOD TOY A PLASTIC PURPLE TELEPHONE? - page 23
DO YOU REMEMBER YOUR NAME? - page 31
DO YOU HAVE DREAMS? - page 41
ANY OF THESE TOYS LOOK FAMILIAR TO YOU? - page 42
ANY OF THESE BELONGS TO YOU? - page 43
WAS YOUR FAVORITE RIDE THE CAROUSEL? - page 56
WHAT DO YOU SEE? - page 59
DO YOU MISS THEM? - page 70
DOES HE STILL TALK TO YOU? - page 75
IS THIS SONG FAMILIAR TO YOU? - page 83
THE PARTY WAS FOR YOU - page 103

Maybe, just maybe, Crying Child did answer some of her questions. It's up to us to discover which ones, but here are some of his answers:

"I can't see"
"I can hear sounds"
"I'm scared"
"It was for me"

Now, judging by Cassidy's questions and statements, we can pretty much guess that she learned about Crying Child's nightmares, his family, his Possessed Fredbear plush toy, and even about his last birthday.

Someone picked up the Backstage phone!
You squeeze the mobile phone in your hand and listen, holding your breath so as not to make a sound.
Garbled whispering … the sound of a child crying. And then a deep, distorted voice in a burst of static says, "It's me."
"Who are you?"
Static crackles in the receiver, and then the line goes dead.
The phone is dead, too, shorted out or the battery drained or … something. The screen is dark and the keys no longer respond. It feels surprisingly cold in your sweaty hand.
You shake your head. You hear a child laughing, even though the call was disconnected. But there can't be a child here, not at this hour.

- Interactive Novel #1: "The Week Before"
Alternate ending for Ralph

While we all can agree that she made a lot of questions, she sems to be quite respectful towards him, since she respects when he choose to keep his privacy from the others.

Is such a big coincidence that the middle child of the Afton Family was here, because now it was time for the older brother to meet him once again after so long.

Michael Afton came back, and this time he's related to Freddy's instead of Fredbear's. It's unclear what was he doing this whole time, but one thing is clear; his name is ***Michael "Mike" Schmidt***. Maybe it's his mother's last name, who knows. Apparently, he ran out of employment options, so he had no choice but to take the least valued job: Freddy's night guard.

In the Movie, Mike also takes the job because he needs to sustain his younger sister's needs. While *Abby Schmidt* might've references to Elizabeth, it was already stated to be a new element from that continuity.

Feeling down? Don't!
List ten reasons why applying to Freddy Fazbear's Pizza seemed like a good idea at the time.

1. Employees get free pizza.
2.

Mike Schmidt, Survival Logbook - page 6

Mike tends to be a sarcastic guy, somehow finding ways to avoid to talk about his past (unless he can take advantage about it as a joke) and can't help but let clear his hate towards his job and the animatronics.

Mike Schmidt, Survival Logbook - page 73

Welcome back to another pivotal night of your thriving new career, where you get to really ask yourself, "What am I doing with my life? What would my friends say?" And most importantly, "Will I ever see my family again?" **Let's get started by listing ten bad habits you'd like to break.**

1. Chewing gum excessively.

Mike Schmidt, Survival Logbook - page 49

Mike Schmidt, Survival Logbook - page 84

If it wasn't tragic enough to discover that Mike knows the true nature of the animatronics, and yet hates them, we're going to find out that his nights weren't all that similar to Ralph's.

Mike arrived at Freddy's and, suddenly, started having dreams. Well, sounds accurate to say that they are nightmares. Not just any nightamres, but those of his deceased brother.

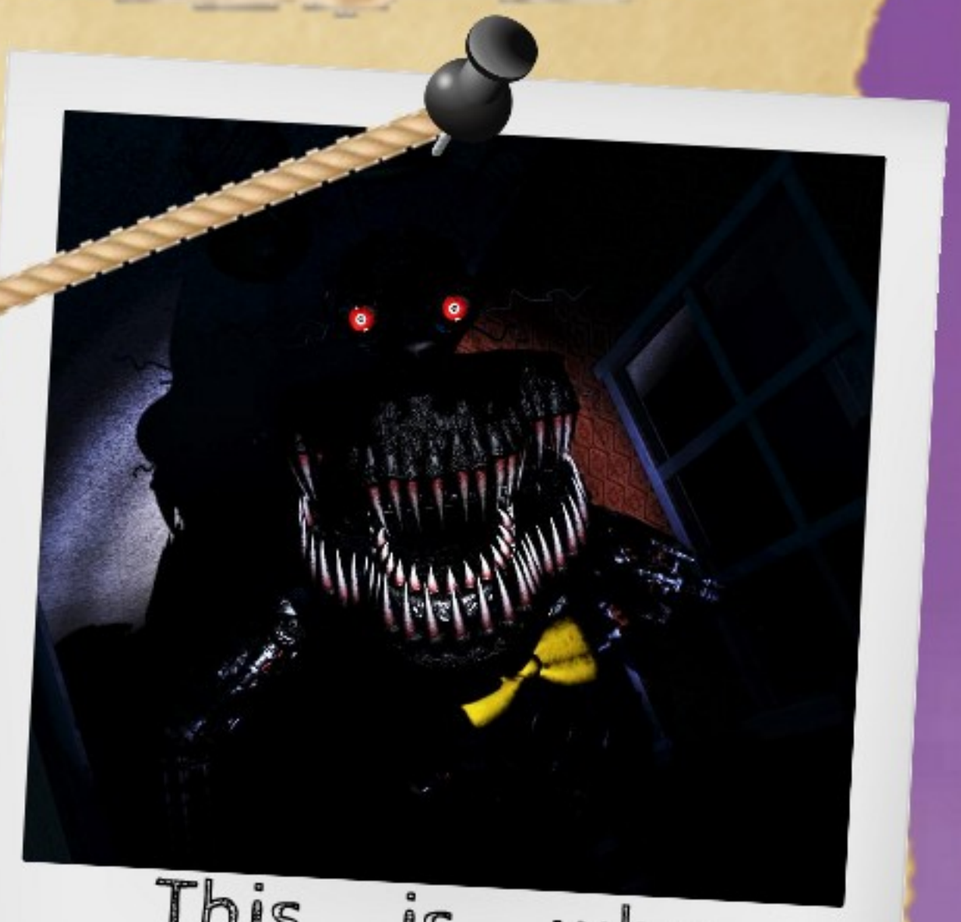
Mike Schmidt, Survival Logbook - page 41

Judging by the sound of Ralph's recorded phone calls in the background, seems to be that Mike started having these nightmares since his first night at work.

This time it was Mike's turn to deal with the Nightmare animatronics in his mind, strangely, all of them acting in the same way as the actual animatronics that Mike has to deal with when he's not sleeping. We can even state by Mike's drawing that Nightmare Fredbear was also there... or is it Nightmare Fredbear?

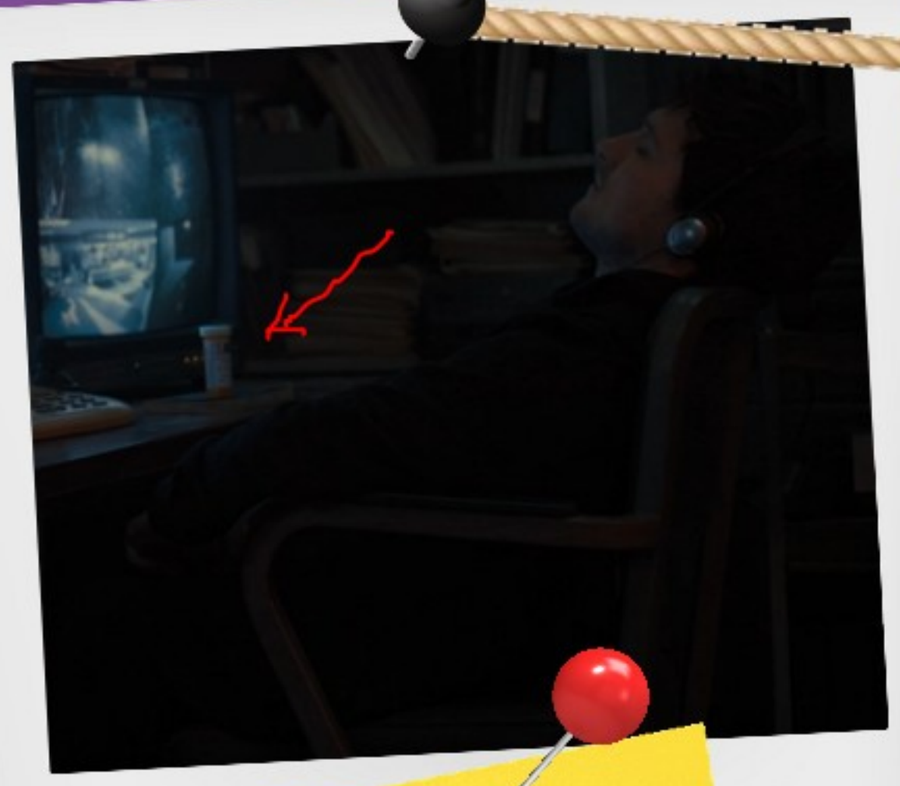
Your wickedness made of flesh

Now *this* is an actual Nightmare, and what a coincidence that this creature is referred as ***NIGHTMARE***. And no, it's not a coincidence that it looks a lot like Nightmare Fredbear.



This is why you wake up

This fella is actually the result of mixing Crying Child's biggest fear and his Agony, one that depict a transparent creature based on his broken soul and with the colors inverted from the animatronic he currently possesses.



The big plot-twist seems to be that Mike, for some reason, wanted this to keep happening, because he even took sleeping pills. And seeing real objects in his dreams suggests that he is taking control of them.

One detail worth highlighting is that Mike, in the Movie, has the child -proof cap on the bottle activated, which is not the case in the continuity that concerns us. In the movie makes sense since he lives with his 10-year-old sister.

Now, how was Mike having these nightmares? The involvement of Crying Child was implied, it only remains to detail the effects that a linked soul can cause. Among them, making them experience memories of the soul.

Part of Mike's consciousness was still aware of where he was in his waking state. But it was hanging on tenuously.

Mike, determined to fall into the reality of the pine forest, blurred all the sounds he was hearing. He wove the thunder into creaking tree branches, and when he heard a crackling hiss and pop, he braided that staticky sound into the crackle of the bristling pine needles.

The sun, for one second, bathed Mike's face in warmth and then disappeared again, letting cool shade slip over him. In and out. The light blinked. The confusion of sounds continued, and Mike frowned.

What was that lower sound … off in the distance? Was that music?

- The Official Movie Novel

"Well, there's five signs a ghost is around you."

Travis leaned forward, intrigued. "Really? What are the signs, Grandma?"

Grandma held up a forefinger. "One: You start to have funny dreams and flashes of memories that are not yours. It's like they possess your thoughts when they're near." 71

She flashed two fingers and so forth, counting the signs. "Two: You can feel chills or a tingle on your arms or back when they're around. 54

"Three: There could be sudden movements of objects or sounds out of the blue. 72

"Four: If they really attach themselves to you, sometimes you can hear thoughts in your head as if the ghost is talking to you. 67

"Five: And if you are really gifted, and this is pretty rare, you might even see the ghost with your own eyes." 73

See pages...

- Tales From The Pizzaplex #8: "Alone Together"

This would basically imply that Golden Freddy attatched to Mike's soul, and the child's desire for revenge manifested itself in NIGHTMARE.

It's unclear if Mike found out about this, if he and Golden Freddy had the chance to meet each other (you know, he should've been "gifted") or what exactly did he tried to learn from his nightmares. But is clear that five nights weren't enough for him, so he came back for a sixth round, which he managed to survive and even won the "Employee of the Month" award.

You see the words in your head. You hear them and you feel them. They *hurt*.

You wince and stagger under the weight of Golden Freddy's mind. Blood trickles from your right nostril. You taste it, salty and metallic, on your lips.

The song ends and the animatronics fall silent and still. You risk a quick glance to the stage. Their eyes are closed. They're sleeping.

You take a deep breath. It worked. 67

You turn back toward Golden Freddy and he suddenly appears in front of your face, mouth open and screaming.

You stagger and fall to your knees. Golden Freddy puts his hands on either side of your head.

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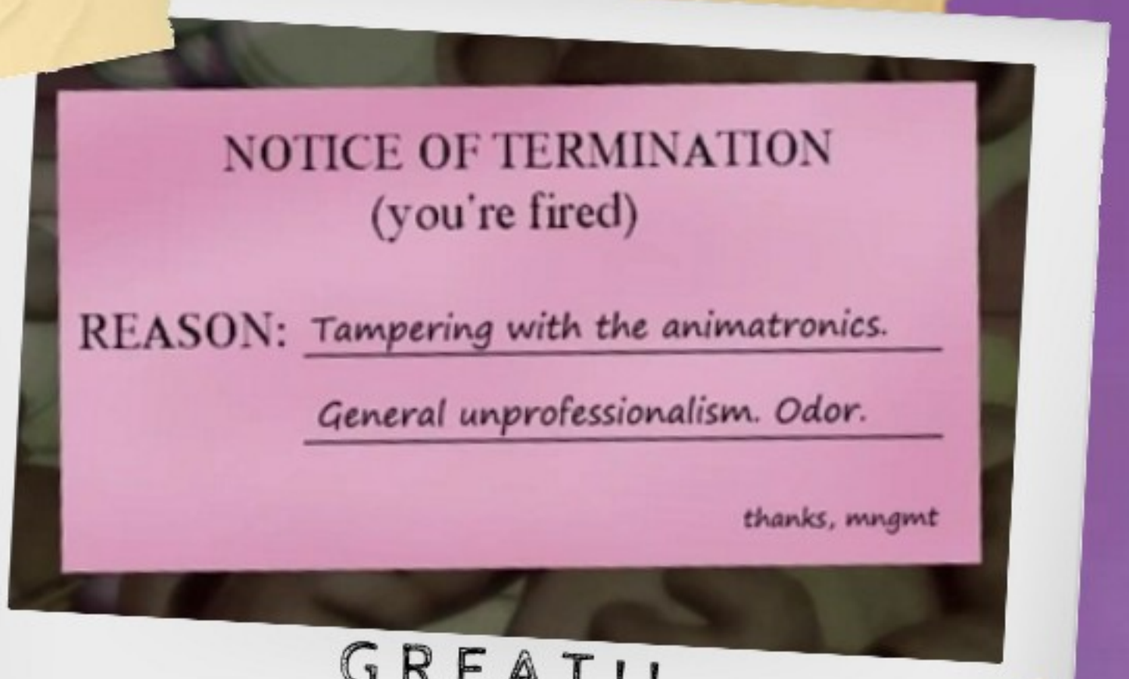
- Interactive Novel #1: "The Week Before"

Mr. "I-can't-work-nights"

Now, he came back for a seventh night. It's unclear what Mike tried to do this time, but seems to be that he tampered the animatronics (maybe Cassidy managed to convince him, just like she wanted to do with Ralph before Mike?).

It didn't matter that Management ended up firing Mike, because they were forced to close the restaurant once and for all anyway.

Presumably, Mike simply walked away and looked for another job, maybe architecture, but *someone* else was already planning to use this closure to his advantage.



GREAT!!
(Now get out.)

Chapter 8

The Man Who Always Comes Back

He will come back

After what seems to be a couple of years, the possessed animatronics at Freddy's remained in their original stage, unable to escape since the pizzeria was abandoned and out of power.

But, even if they won't be able to accomplish their goal to invite new friends to the"party", at least they will wait for the imminent arrival of the man who, in their eyes, tried to take away their *happiest day*.

They knew that he would come back, maybe because his son was almost identical, or maybe because they're already used to it. In the end, they were right.

A few feet farther on, the trees broke into an open field; they had reached the far side of the woods. Jessica gasped, and a split second later John saw it. Halfway across the clearing a figure stood in the darkness. It was almost featureless and flat, scarcely distinct from the shadows. John squinted, trying to get hold of the image, to assure himself he was really seeing it. Heavy, black electrical wires stretched above the field like a canopy, but besides the wires, the field was clear. Though it was dark, there was no way for them to sneak closer to the figure without being seen.

- The Twisted Ones

See page 43

But something is off. Instead of hearing his unmistakable voice, they heard very, very familiar words coming from a shape barely identifiable from the shadows and that almost looked like Freddy.

Maybe Gabriel was confused at first, but the creature was leading him back to a familiar place, so he couldn't ignore these familiar tricks.

See page 45

So John straightened his shoulders and began to walk slowly and openly toward it.

The field was untended, and tall grass brushed John's knees as he walked. Behind him, Jessica and Clay made rustling sounds with every step. The wind whipped the grass against their legs, blowing more ferociously with each step they took. Almost halfway across the field, John stopped, puzzled. The figure was still there, but it seemed as far away from them as when they'd started. He glanced back at Jessica.

- The Twisted Ones

It was followed by Gabriel, and it got into the Safe Room, which was surprisingly open. The possessed Freddy tried to get in, but as was already known, they weren't allowed to get in.

He always does

Finally, that man showed his face and didn't waste any time.

William took advantage of Freddy's lowered guard to disassemble him quickly. But it wasn't the animatronic's suit what mattered to him. He wanted his endo.

Look how small you are

William discovered that he could repurpose his children in a brand new way. Turns out that he discovered how the rupture of a soul is caused, and he found a way to manipulate the process.

The man looked up at her with a warm smile, then jerked his eyes back to the bear: he was now looking down at them, his eyes open wide and tracking their subtlest movements. "Their lives will now have a greater purpose," the man said contentedly. "They will become *more*, just like you did." He looked up at the woman kneeling over him, and she looked back, her glossy painted cheeks gleaming in the light.

- The Fourth Closet

The same happens to Jeremy, Susie and Fritz. They walk closer to the shadowy figure, it leads them to the Safe Room, they try to get inside, and then William takes them down.

How worthless you are

I MADE YOU!

You are wretched, rotten like beasts

This creature is known as ***Shadow Freddy***, also known as an alternate shape of NIGHTMARE. But, unlike the monstrous creature based on Crying Child's Agony, this is a way calm incarnation that works in a more methodical way. Since Cassidy was nowhere to be seen during the process, this entity might be an agonizing manifestation of this girl's intentions.

"Is it moving?" she whispered. He nodded and started walking again, not taking his eyes from the shadowy figure. "John, it looks like … Freddy?"

"I don't know what it is," John answered cautiously. "But I think it wants us to follow."

- The Twisted Ones

CONTEXT:
What are the Shadow Animatronics?

RWQFSFASXC
Yes, that's the name.

As we learned in the past, there are entities that had their origins based on human's feelings. They usually end up being linked to a specific body, possessing that body to retrieve those emotions with more intensity, since these are basically everything that makes up their consciousness.

The Shadows follow the same rules, with the difference that they aren't possessing an specific body. Instead, they're the equivalent of a wandering spirit that, from each person's perspective, may see them differently or cause a different reaction. But in general, these creatures stay true to the identity intended directly or indirectly for them, like NIGHTMARE taking the shape of a broken entity that wanted to get revenge on his brother by torturing him the same way he was tortured.

Perhaps his Agony has once taken the form of Shadow Freddy under the same goal on another occasion. See page 31

Nurse Ackerman pushed aside her past, along with the question of who the little boy was and why he was here. She also boxed up the puzzle of why he was so terrifying. One thing at a time, she told herself.

Once again, she reached for a vial. Before her fingers could close around it, though, a child-size shadow flashed in front of her.

As it streaked by, all the vials flew off the bed and hurtled toward the floor, where they shattered on impact.

Morphine puddled innocuously on the tiles.

- Fazbear Frights #5: "The M… Room 1280"

Honestly, this isn't the right time to talk about what's going on here. So I'll just say that, here, a ghost boy is trying to stop an old man in a coma from being killed by a nurse, but since he fails to distract her using his normal form, it's his "Shadow" that ends up solving things by force.

Cassidy knew William was there, and she wanted them to find him, but since they wouldn't understand her, her Agony formed an identity that copied William's other identity to lure them in the same way he did earlier.

"How did you find me?" Charlie asked suddenly. "You showed up like the cavalry—just in time. How did you know I was here? How did you know any of this was here?"

No one answered right away. John and Jessica looked to Clay, who was casting his eyes around the room purposefully; he looked like he was searching for something specific. "We followed …" He trailed off.

Charlie looked at each of the three of them in turn. "Who?" she demanded.

- The Twisted Ones

They looked at one another.

"We're not—" Jessica began. **See page 53**

"You're close enough. Especially to a vengeful, confused, and frightened child. None of you will survive the night."

"And what makes you think they won't kill you?" John said again, and Dave's eyes took on something shining, almost beatific.

"Because I am one of them," he said.

- The Silver Eyes

The mission seems to have failed miserably, because now the endos the children were possessing are in hands of William, who took advantage of being in the Safe Room to wear his beloved Spring Bonnie again.

Now here's something interesting. It was already stated that most of the Missing Children don't actually remember how they died. All they know about William is that he tried to take away their *happiest day*, making them stop trusting on most of the grown-ups.

So, what about getting stuffed in the animatronics? We learned previously that, despite stuffing grown-ups in other suits, they don't do it because they want them to join them, unlike other children like them. But why do they see killing other children so that they become like them as a blessing?

Turns out that they don't think that it was William who stuffed them into the animatronics, but instead, they separated his identity as "the yellow rabbit" into another person. That is to say, in their eyes, Spring Bonnie was the one who gave them their *happiest day*.

William quickly learned that as long as he wears the suit, he will have the trust of his victims. And this was what he needed to carry out his mission. He combined the endos into one and took them from Freddy's.

"No, no, no!" Carlton shouted as he watched the shadowy figure hoist the boy onto the table. He glanced helplessly at the children, but they looked at him blankly. "Can't you see? He's hurting that boy!" The children just shook their heads confusedly. "He's in danger, I have to help him. Let me out." Carlton struggled to get up, but his legs were weighted down, and anchored to the illusion.

"That's just Bonnie." Susie smiled.

"Bonnie is not your friend! He's the one that hurt you, don't you remember?"

He traveled from Freddy's to a new place to us, but one he had known for a long time. William traveled to where the underground facility was, as it was there that he discovered what he plans to do with his victims.

With an apparent passage through the abandoned Fredbear's or his house, he reactivated the energy of the underground facility where all of the Circus Baby's stuff got stred years ago. Willing to change that.

Now I will tell you a story about a **little boy**. He had a **red snake** that he kept in a metal cage whose hunger could not be satisfied. One day, the boy found five baby kittens outside his house. He brought them inside and kept them in a shoebox. He knew that if he chose one kitten to feed to the snake, it might be satisfied, but he could not choose. So, he went to bed, leaving the cage open. The snake went to the shoebox, chose a kitten at random, and ate it. After five nights had gone by, the boy was full of regrets, and cut the snake open. He pieced the remains together and put the kitten back into the shoebox.

- Freddy Fazbear's Pizzeria Simulator

Candy Cadet is a character that is known for retelling events that already happened but in a way that it's not too direct. He uses 'stand-ins' in a very similar way to *The Immortal and the Restless* and *Bear of Revenge*. In this way, he can fill in the blanks without the risk of compromising those events.

Now I will tell you a story about a **young woman** who was sealed in a small room. In the room was a furnace and five keys. She **was told** that each of the five keys would unlock one of five doors outside her room. Inside each room was a child that she could take with her as she fled the building. But she was only allowed to leave her own room with one key, not all five. Desperate to find a way to save all five children, the woman melted the five keys together in the furnace to create a single key, hoping it would unlock all five doors. But, of course, it did not work that way. Now her key opened none of the doors. Rather than leaving her room with a key to one life, she had taken with her the key to five deaths.

- Freddy Fazbear's Pizzeria Simulator

William traveled even deeper, using a technical employee-only elevator to reach the Boiler Room. There, he put the amalgam in a furnace and began to melt them. As implied, Cassidy also joined after her plan failed.

"I—I recognize these parts," Jessica said, but there was no answer. "These look like … endoskeletons, from Freddy's, the original Freddy's." Jessica began calculating in her head, measuring to herself how much this mass must weigh, and its size relative to the size of the endoskeletons she remembered. Before she could think further, the creature on the table attempted to lift its leg, the makeshift knee bending partially. There was no mechanical device that she could make out—it seemed to be moving of its own will. After a second, it dropped back to the table.

"Where did you find these?" Jessica stepped back. "Where did you find these? What did you do? Why did you … melt them all together?"

Now, the children, while being in this state, were at William's complete mercy. What he wanted to cause with this is a confusing effect that would cause their minds to only remember him as Spring Bonnie.

Honestly, just causing this would be useful, but he wanted to get more out of this. He wanted to replicate what happened to Crying Child and Henry; break their souls. For that, they would have to pass on their memories at will, so, constantly being seen as Spring Bonnie, even by Cassidy (although, she didn't agree), the children agreed to give up a piece of themselves.

"How could you do this to them?" he asked, nearly trembling with rage.

"They do everything willingly," William said plainly. "The process only truly works if they freely release a portion of themselves." The flames rose without warning, and heat radiated in painful waves from the gaping furnace. Carlton shielded his eyes, and the creature on the table convulsed. William smiled. "Scared of fire. But they still trust me. They don't see me as I am now; they only remember me as I was, you see."

- The Fourth Closet

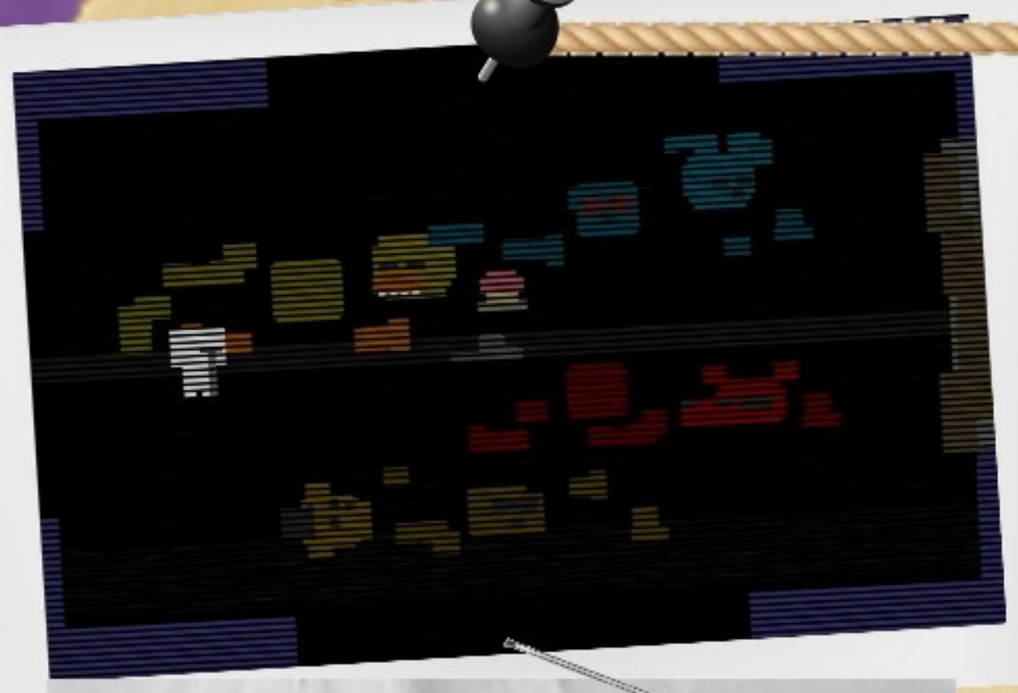
By extracting molten metal, he also extracted memories from these souls. Memories that contained the confused minds that saw Spring Bonnie in William, even when he wasn't wearing the suit.

In other words: they were remnants of their souls, and that's why William named this formula, that he himself assigned as an "alchemy", as *Remnant*.

"Heat," a voice snarled, and Carlton spun around to face a twisted man, creeping out from the shadows. "Heat is the key to all of this," the man went on as he haltingly approached the table. "If you keep all this at just the right temperature, it's malleable, it's moldable, and it's highly, highly effective; or maybe contagious is the word. I suspect you could put it in anything, but it's best to put it into something that you can control—at least to a certain extent." William Afton lurched into the light, and Carlton stepped back reflexively, though the table was between them. "It's an interesting alchemy," William continued. "You can make something that you control completely, but that has no will of its own, like a gun, I suppose." He ran his withered hand over the silver arm of the creature. "Or you can take a drop of … pixie dust." He smiled. "And you can create a monster that you … mostly control, one with unlimited potential."

As if what he did wasn't enough, here's the final touch. William injected the extracted Remnant into his own creations; the Funtimes; so that they would obtain that long-awaited unlimited potential.

Maybe his plan is to take back control of the Funtimes to revive Circus Baby's, so he could let Freddy's and Henry's legacy die once and for all... but he made the mistake of going back there once more.



Beside them was the little girl with blonde curls: they had found all her drawings and put them together, and now she looked solid and real, no longer ghostly like the others. She was able to speak in full sentences, her cognitive abilities having steadily grown stronger as her drawings were united.

Another ghostly image of the freckled boy climbed under the table, and merged with the one who was already there: he instantly became less ghostly, and more whole. “I’m Fritz.” He smiled, suddenly filled with more life.

- The Fourth Cloet

He returned to the place that started this whole mess to finally leave his beloved suit behind. But surprisingly, five surprises were waiting for him there to put an end to all of this.

Now I will tell you a story. A story about a **kind man** who would visit five orphans and bring them toys and gladness. The man lived alone and lived in fear that someone might break into the house of one of the five children. So he adopted all five and brought them together in one place in his own home. He promised them to never leave them, and they promised to always come home and never stay out too late. He left one day to buy food, his heart being filled with gladness, but returned to find that the **burglar** had chosen his home and killed all five of the children. The man could only afford one coffin, so he stitched the five bodies together to make one, and buried the child. That night, there was a knock at the door.

- Freddy Fazbear's Pizzeria Simulator

Due to the breaking of their souls, the children's spirits lost much of their identity. They don't remember their names, and their bodies became ethereal.

But the anger, fear and sadness that allowed them to return remained, and after the effect of the confusion had passed as the flames had gone out, although they could not see well, they recognized when *he* was nearby.

“A woman who had died years ago on my daddy’s land. Most ghosts linger around the place they died, especially if their remains are undiscovered. They travel around the places that are familiar to them.”

“What did you do about her?”

She shook her head with a long sigh. “There was nothing I could do. I didn’t know how to help yet. I would have vivid dreams about her old life on the farm. I tried to tell my ma and daddy, but they didn’t believe me. For weeks, I searched high and low on every inch of the land. Couldn’t find her body, though. So I had to just live with her around every so often till I grew up and moved away. She wasn’t so bad after a while. I got used to her.”

- Tales From The Pizzaplex #8: "Alone Together"

Taking advantage of their capacity to travel back to places they're familiar with, they got into the Safe Room (they no longer had robotic limitations) and they blocked William's way out.

We have a place for him

Surrounded, and with no choice but to run, William is constantly pursued by Cassidy until he decides to try to trick them once more. He ran to reconcile himself once again with his beloved suit.

Look at the nasty things that you have become

7774648727

geeettttttt spring locked!!!

Luckily, the spring locks found a way to fail while William was wearing the suit, so the children finally watched this long-awaited moment with satisfaction.

Deep within the abandoned Freddy Fazbears`s Pizza, William Afton ran from the ghosts of his victims. He frantically put on his beloved Spring Bonnie costume, the disguise he wore while committing his heinous crimes, to hide from the pursuing spirits.

But fate had different plans for Afton. Something activated the springlocks within the Spring Bonnie costume. Metal clamped against metal, piercing the murderer and trapping him in his costume. As he screamed, the checkerboard floor rose up to meet him, and everything went black.

- Dead by Daylight

While I would like to agree with the ideas of William finally being dead and that the children could finally find true peace, both cases were almost wrong. Speaking specifically of the first, something very different happened with William compared to the rest of the victims of the possessed animatronics, since he found a way to survive by keeping his soul in his original body.

At the same time, a rapid succession of snapping sounds filled the suit. Luca's arms and legs were speared by dozens of sharp projections that drilled through his skin with such depth that he felt like they were going all the way through him. He howled.

Luca's howl stopped his friends in their tracks. They turned to look back at him; all three of them were open-mouthed.

As a wide receiver who got regularly tackled, Luca was familiar with pain … but not pain like this. It felt like every nerve ending in his body was firing an agony message to his brain.

- Tales From The Pizzaplex #3: "Pressure"

The Agony once again took a great role in the whole matter, because this time it was William's own Agony that manifested itself to retrieve the emotions, but unlike before when it was concentrated in the environment, this Agony was focused in the purple man himself.

Perhaps reflecting his selfish desire to keep living to overcome death itself, what was destined to be a corpse trapped in a rotting suit was attached to this plane, unconscious, but alert in case some unfortunate person discovers that the entrance to this room is nothing more than a door camouflaged between the walls and awakes his desire to quench his thirst for blood.

BORN ANEW, FROM THE DEATH OF A MURDERER

Unknown Chapter

A Child Trapped Between Realities

Date: Unclear Find the Clocks

*******page 84*******

“Everything that happens out there, has an effect here. Do you understand?
This is a safe place. This is a sanctuary. But something has gone wrong, and it can be seen here. Something went very wrong. That's why I am here. But I won't let the same happen to you.”

- FNaF World

I will put you back together.

. .

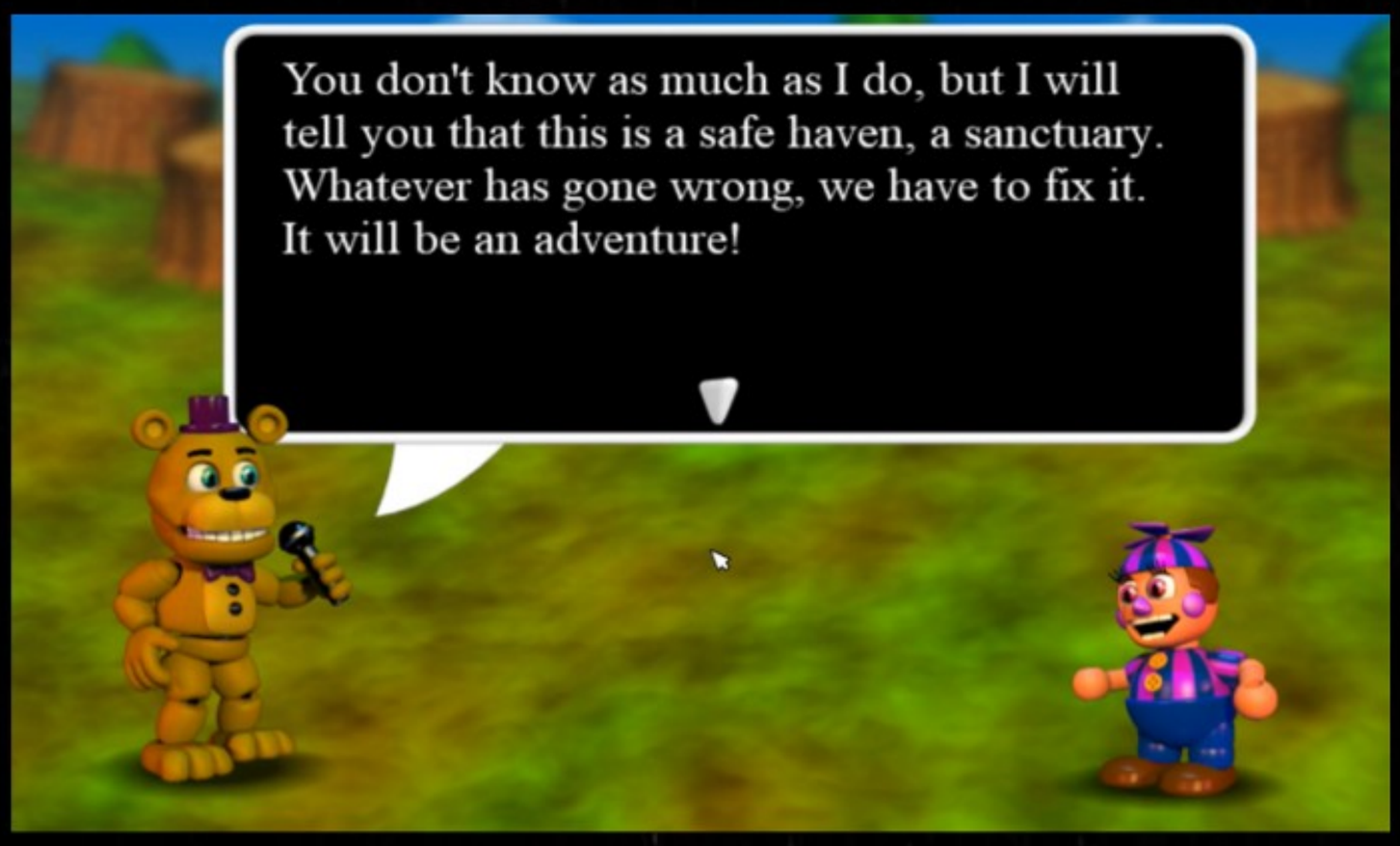
With such familiar words, it's clear that this enigmatic entity is a character that has been disappeared for a while now: the Possessed Fredbear plush toy.

Who is he talking to and why doesn't he show his "original" appearance (if this isn't his true appearance)? To find out, we'll have to immerse ourselves in a different reality.

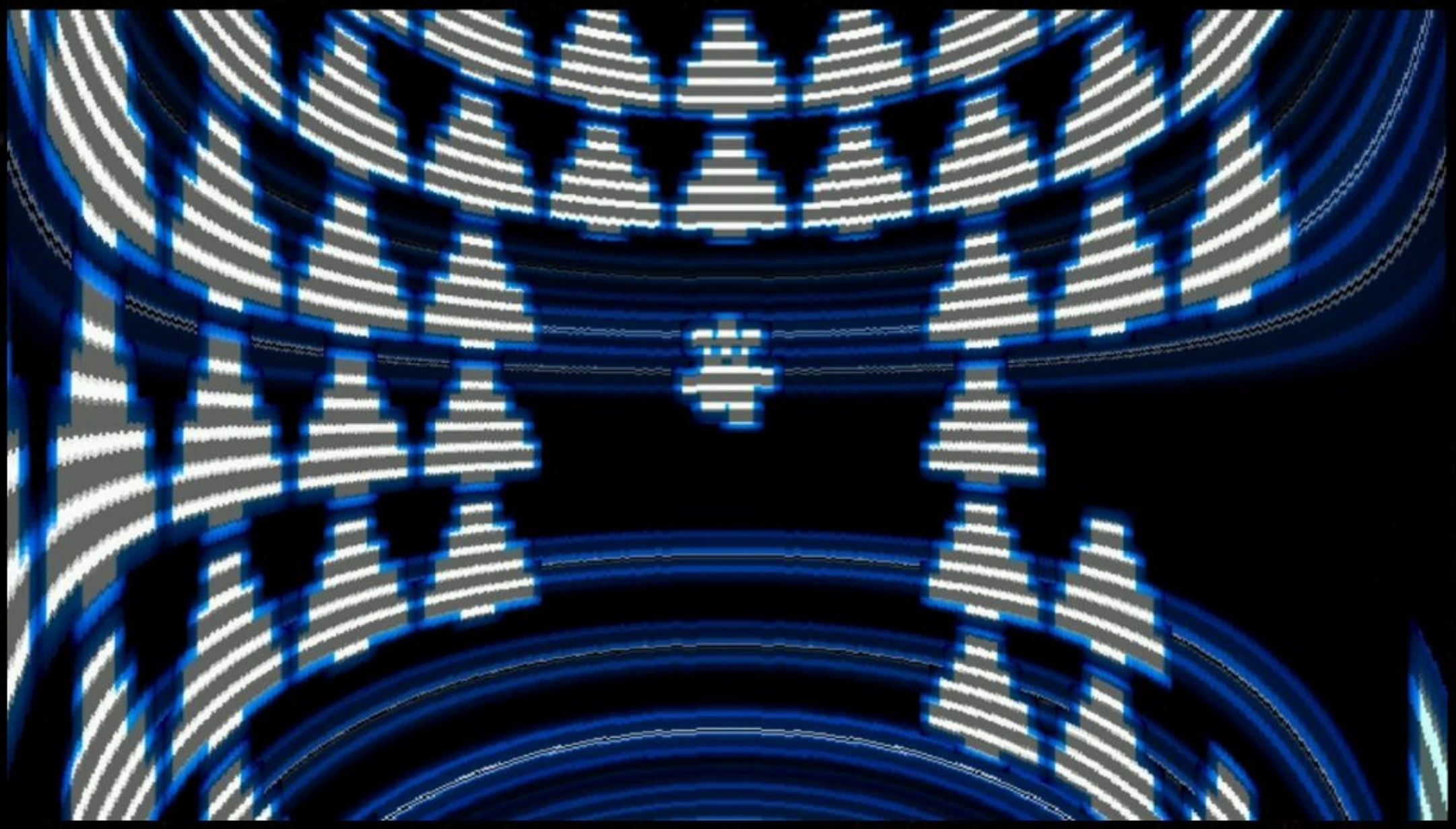
Here the main character is one of many "***creations***" formed to coexist in the same reality that's based on the whole Lore told so far.

The purpose of this ***creation*** is to make a party of other ***creations*** to carry out an epic adventure to stop the misdeeds of "***the storyteller***".

But due to the alternate form of the Possessed Fredbear, we can learn that this was the supposed sanctuary, and here is acknowledged that something has gone wrong. This world is now infected by what appears to be glitches that allow these creations to have contact with the *flipside*.

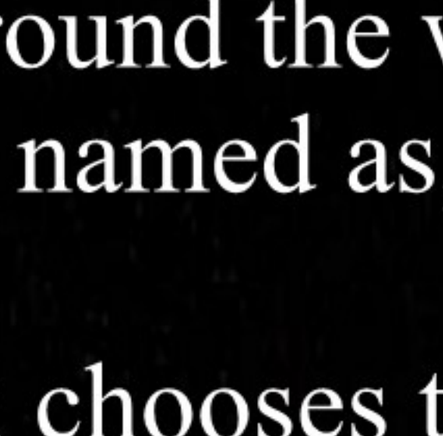

You don't know as much as I do, but I will tell you that this is a safe haven, a sanctuary. Whatever has gone wrong, we have to fix it. It will be an adventure!

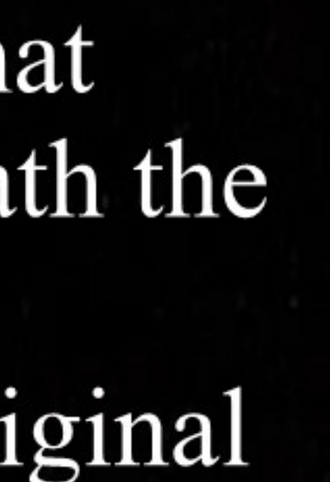
Apparently, the way to solve what has gone wrong is to keep going with the adventure.



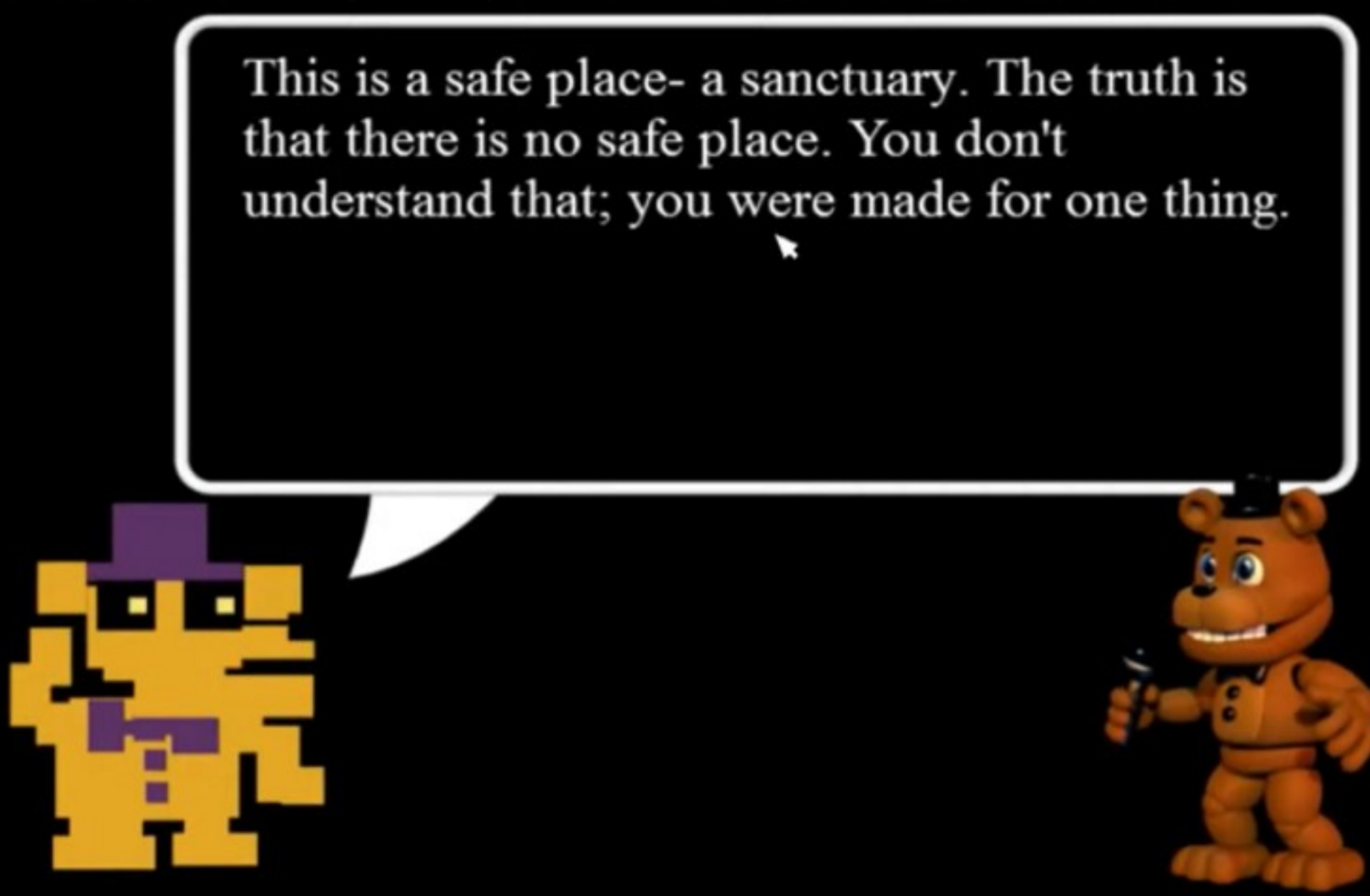
The creation can use glitched objets to access to different places around the world, through what later's going to be named as, "the world beneath the surface world".

But, if Creation chooses to, it can let the original Possessed Fredbear show himself and exlain to the Creation that following this adventure is meaningless; that there's a different task for it to complete.



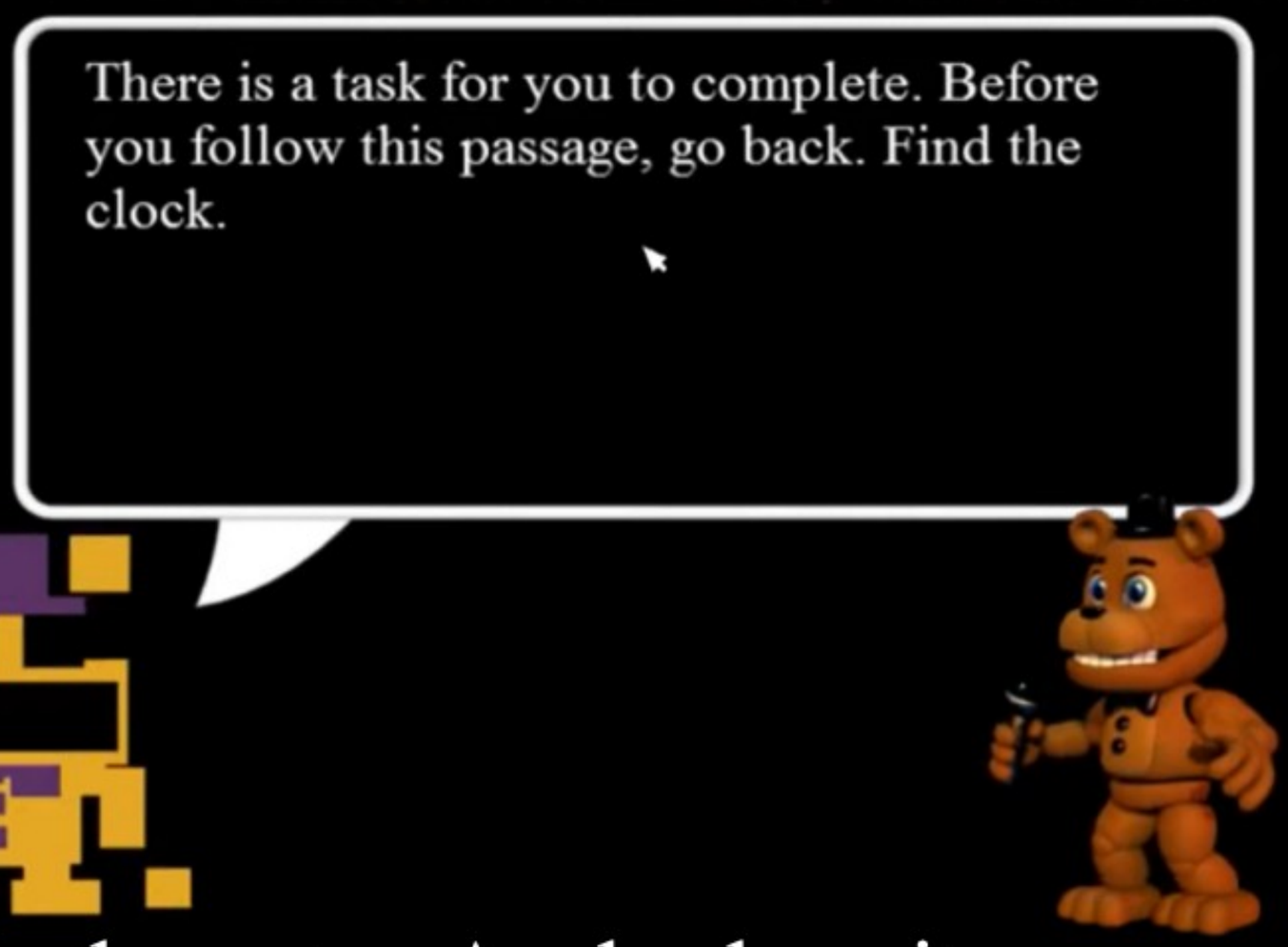


There is a task for you to complete. You have to leave breadcrumbs for him, to help him find his way.


This is a safe place- a sanctuary. The truth is that there is no safe place. You don't understand that; you were made for one thing.

Possessed Fredbear let clear that, unlike the entity it was talking to at the beginning, the Creations are unable to understand what's actually the place where they live.

Possessed Fredbear only has a simple task for this Creation: *Find the clocks*.



Creation has to look for them around the world the moment Possessed Fredbear ask them to. And when it does, it can access to a similar space like the *world between worlds*.

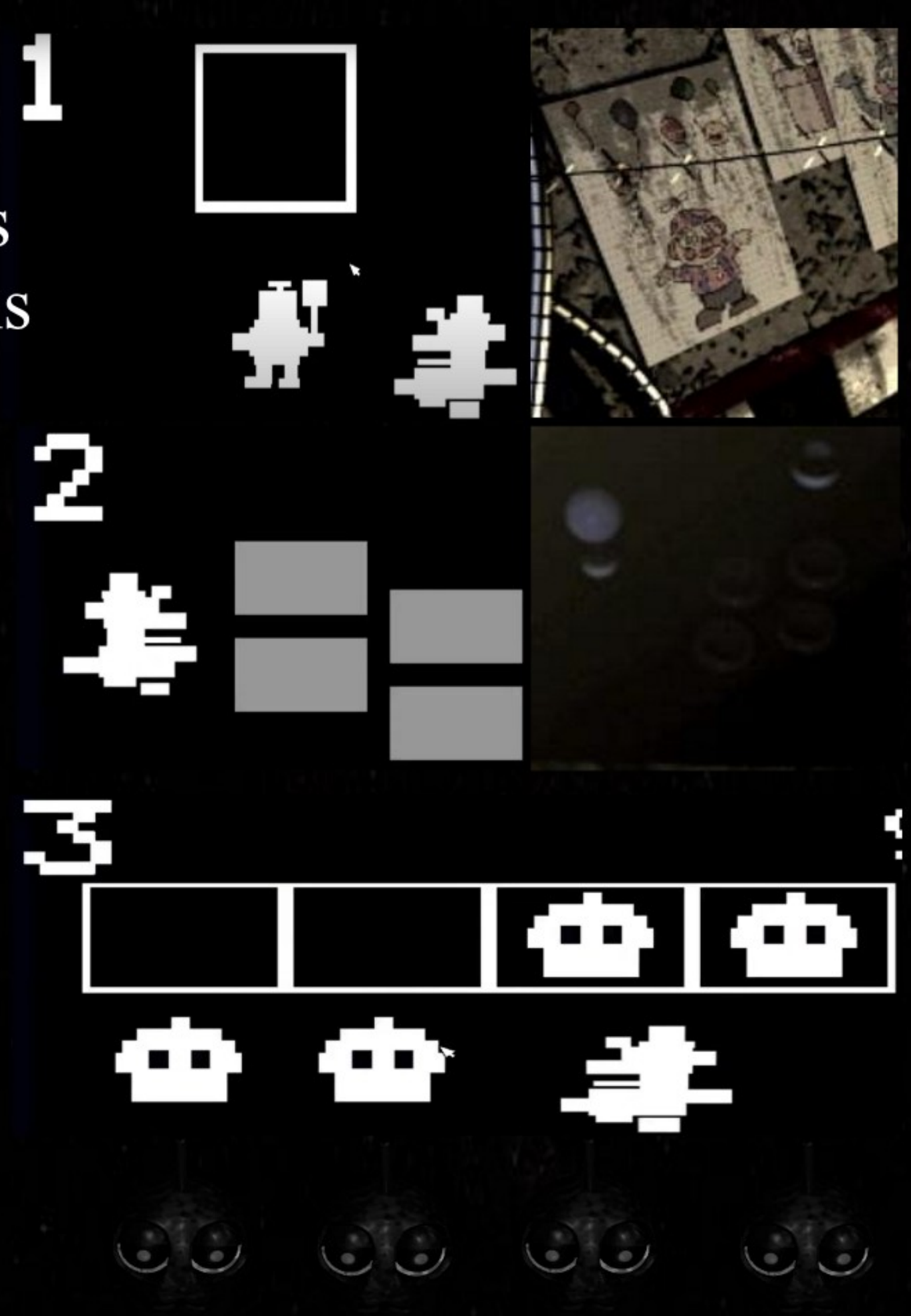
But unlike that one, the spaces in the clocks are way more connected to the flipside than the glitched objets.

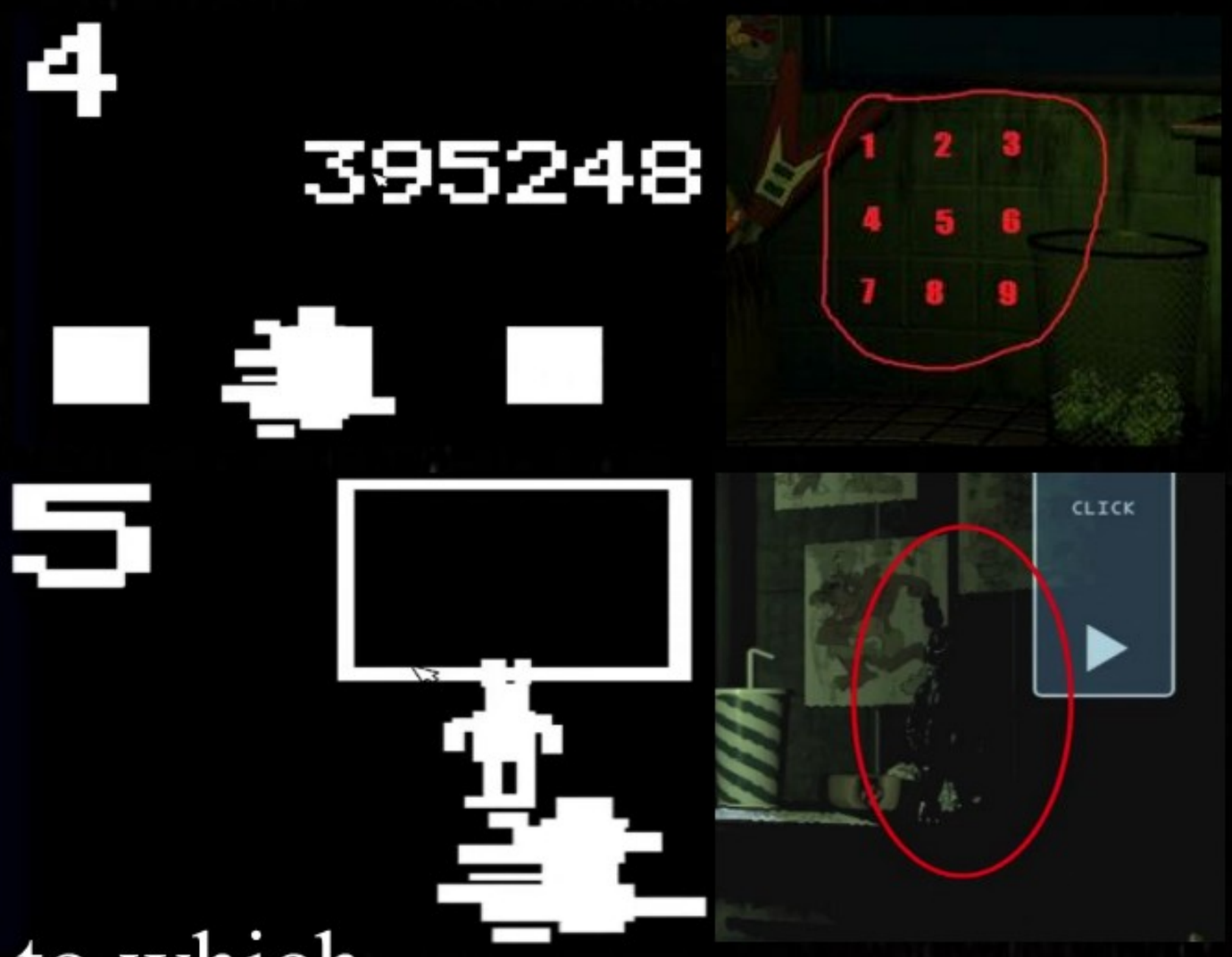
******PAGE 88*******

Surely the recurring mentions of the "flipside" and "the surface world" gives indications that we're talking about the world in which the story has been taking place until now. And yes, that's where Possessed Fredbear is planning to leave breadcrumbs for *him*.

First, the Creation puts a Balloon Boy drawing. Second, it puts a combination of buttons for an arcade. Third, it puts four Shadow Cupcakes. Fourth, it puts a secret wall code. And fifth, it puts a Shadow Bonnie toy figurine.

Each one of these items were meant to be guides for a certain entity. To *put himself back together*.





Thinking back, Possessed Fredbear long ago made a promise to Crying Child to *put him back together*. As his soul was broken, Crying Child ended up possessing the creature to which he gave one of his pieces: Fredbear.

From time to time, both the conscience of the original spirit and the memories that left him after 'The Big Bite' happened took or could take control of the animatronic and also talk with Cassidy, but Possessed Fredbear got the idea of making a sanctuary for him. A place where his soul wouldn't be in danger.

This world was based on the flipside, specifically on the memories that they were developing through time, somehow linked to an arcade game.

“We are still your friends. Do you believe that?
The pieces are in place for you.
All you have to do is find them.”

- FNaF World

Rest.

. .

As Possessed Fredbear implied earlier, this place wasn't safe anymore because something wrong happened, and it didn't want the same to happen to Crying Child. Now the best way to give him peace was working to give him his pieces back.

Since this world was based on the flipside, what William did to the ones who his deceased son was attached with (yes, before the bite his pieces also ended in those animatronics aswell) had an effect in here, "glitching" the world. And now, it was the child's duty to solve it.

The Crying Child, now with no tears to shed, knows where his pieces are set, and he will follow the breadcrumbs not only to put himself back together, but also to help the Missing Children.

The pieces, as expected, were his memories. But here's the interesting thing, because a soul can achieve rest if it actually want to focus itself on a good memory.

The thing is... what good memory does this child even have to put himself to rest? Well, it's kind of a luck that the rest of his pieces got linked to the other Missing Children.

Yeah, they're linked to bad memories at first, but the purpose of our "Crying" Child is to mix their actual happiest days (their birthdays) to turn his memories into good memories.

Since most of the Missing Children think on their *happiest day* as the one that, supposedly, Spring Bonnie gave them, they refuse to accept their actual happiest days, as that would imply to leave everything behind. In other words; as long as they're still under William's trick, the task won't be easy.

Luckily, he wasn't alone on this, because Cassidy was already sharing one of his memories since they were possessing the same animatronic. In fact, she was in the worst memory, but in case of being successful, it could become the best memory.

And there was also Charlotte, who also knew that, as Cassidy tried earlier, they had to take the killer out of the way if they wanted to achieve the peace.

★ ★ ★

For now, it will be a long wait until then, so we better go back to the flipside and continue this story in the way it should've been

Chapter 9

The Afton Family Demolition

Self - reflection on past mistakes

Maybe almost everything would've ended up right after William's supposed death, but since he restored the underground facility power, Fazbear Entertainment couldn't loose this chance to come back to the stage.

As seen earlier, William managed to extract the children's Remnant in a rainy night. And turns out that this was during a Summer day in which a wide storm that involved a tornado reached Hurricane, so it wasn't the proper place to come back until everything gets solved.

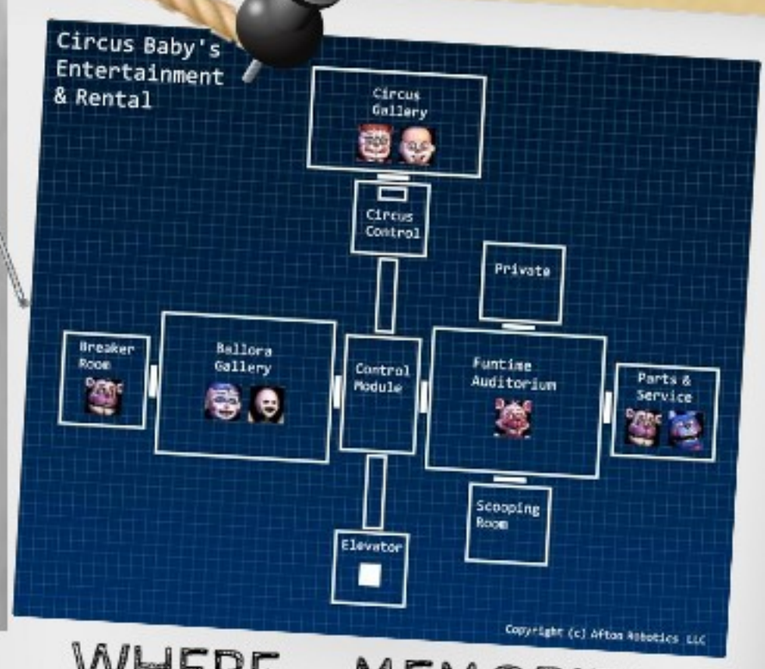
Perhaps to avoid generating unnecessary expenses, Management ended up deciding that they would use the underground facility itself as their large new venue: *Circus Baby's Entertainment & Rental*.

"The storm," he said. Charlie nodded. The storm had hit Hurricane before Charlie came to St. George, and people talked about it in capital letters: The Storm. It wasn't the worst the area had ever seen, but it was close. A tornado had risen up from nowhere and ripped through whole towns, razing one house to the ground with sinister precision, while leaving the one next to it untouched. There hadn't been much damage in St. George, but Hurricane had seen real destruction.

- The Twisted Ones

"Allow me to fill this somewhat frightening silence with some lighthearted banter. Due to the massive success and even more so the unfortunate closing of Freddy Fazbear's Pizza, it was clear that the stage was set, no pun intended, for another contender in children's entertainment. Unlike most entertainment venues, our robotic entertainers are rented out for private parties during the day, and it's your job to get the robots back in proper working order before the following morning."

- FNaF: Sister Location



WHERE MEMORIES SLEEP

"Welcome to the first day of your exciting new career. Whether you were approached at a job fair, read our ad in *Screws, Bolts and Hairpins*, or if this is the result of a dare, we welcome you. I will be your personal guide to help you get started. I'm a *Model 5* of the ***Handyman's Robotics and Unit Repair System***, but, you can call me ***HandUnit***. Your new career promises challenge, intrigue and endless janitorial opportunities. Please enter your name as seen above the keypad. This cannot be changed later so please be careful."

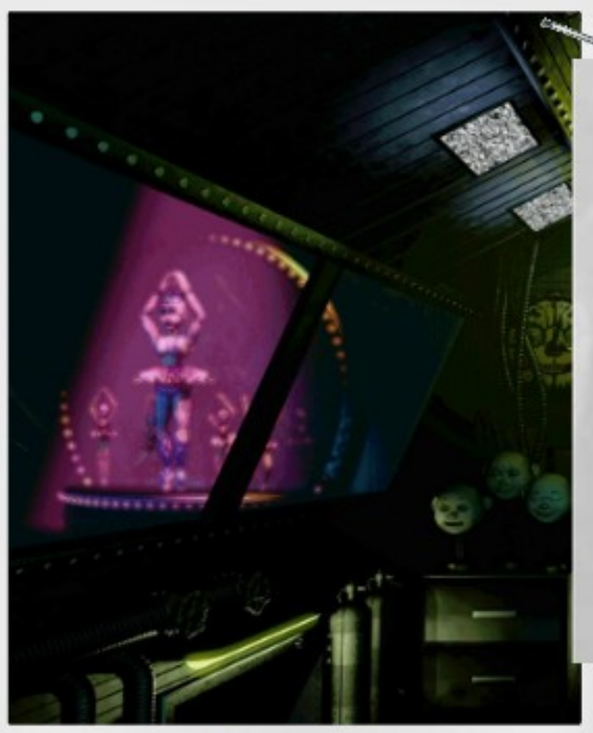
- FNaF: Sister Location

Interestingly, not only Fazbear Entertainment returned, but Mike himself also returned after five long years. It seems that it was at his father's request, but since it's technically impossible for them to have been able to congregate (since his father is trapped in the Safe Room), perhaps he received a VHS tape with his name attached to it or some type of letter. Whatever the case, he has an specific goal.

"One way to find hope in a seemingly hopeless situation is to fast-forward and try peeking into the future. Let's give it a try— what will your life look like in five years?"

- Survival Logbook page 32 39

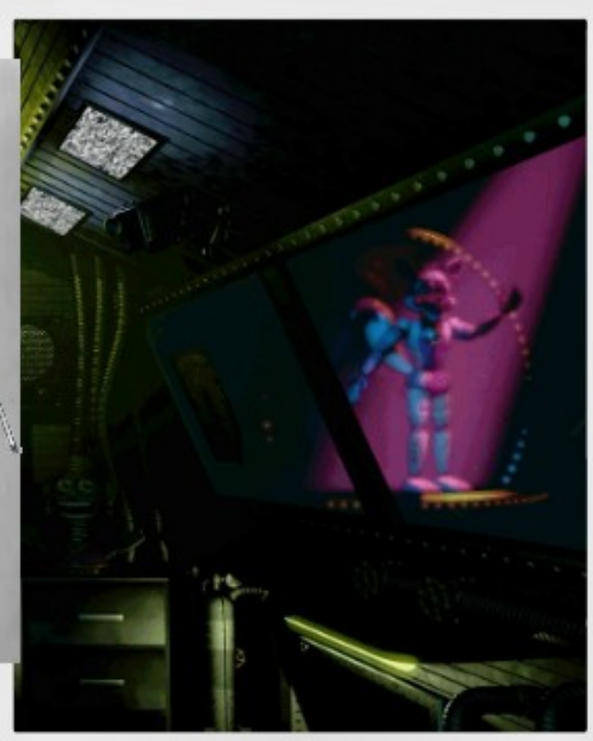
Mike Schmidt, Survival Logbook - Page ~~32~~ 39



Light Check

"You are now in the primary control module. It's actually a crawl space between the two front showrooms. Now, let's get started with your daily tasks. View the window to your left. This is the Ballora gallery party room and dance studio, encouraging kids to get fit and enjoy pizza. Let's turn on the light and see if Ballora is on stage. Press the blue button on the elevated keypad to your left."

- FNaF: Sister Location



Controlled Shock

Moving through vents (available for technicians), Mike can reach different rooms to take care of the Funtime animatronics wihout getting in contact with them. It might sound like a dream come true at first, but this is not what Mike needs to do.

On his visit to Circus Control, for some reason, Baby wasn't present. And when Mike was ending his shift, there were strange sounds that seemed to follow him, but they stopped . It's in Night 2 that things get weird.

"Welcome back for another night of intellectual stimulation, pivotal career choices, and self-reflection on past mistakes. We're committed to creating a unique and fulfilling work experience. One part of that commitment is ensuring that you don't get tired of the voice that you're hearing right now. Using the keypad below, please select a new companion voice. For male, press 1. For female, press 2. For text only, press 3. For other options, press 4."

- FNaF: Sister Location

It wasn't mentioned earlier, but something's wrong with this AI, since it doesn't work in the way it should. Not only ignores the oddness of Baby's absense, but the keypad's also damaged in a way that it almost seems to mock Mike.

In the first Night it renamed Mike as, "Eggs Benedict", and now it choosed the change of voice automatically to "Angsty Teen". Later, when checking on the animatronics, it ignores Ballora watching Mike behind the glass, but it also ignores Funtime Foxy and that's when the voice gets corrupted and fails.

Again when checking Circus Control, Baby's not present, but when Mike uses Controlled Shock on her, all systems suddenly get deactivated by HandUnit. That's when she speaks.

"Oh Circus Baby, we aren't here to play hide and seek. Let's encourage Baby to come out of hiding with a controlled shock."

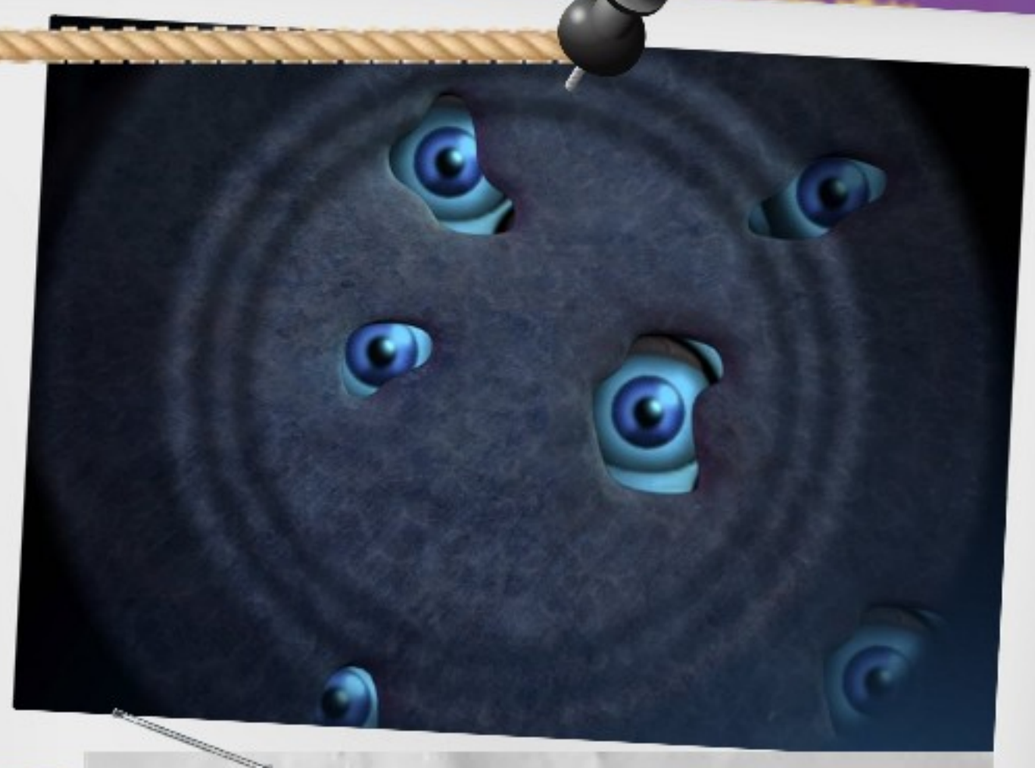
"There seems to be a power malfunction that is affecting our ability to properly motivate Baby. Please stand by, while I reboot the system. I will be offline momentarily during this process. Various other systems may be offline as well, such as security doors, vent locks, and oxygen. Commencing system restart."

- FNaF: Sister Location

"I don't recognize you. You are new. I remember this...scenario, however. It's a strange thing to want to do, to come here. I'm curious what events would lead a person to want to spend their nights in a place like this...willingly. Maybe curiosity? Maybe ignorance? There is a space under the desk. Someone before you crafted it into a hiding place, and it worked for him. I recommend that you hurry though. You will be safe there, just try not to make eye contact. It will be over soon, they will lose interest."

- FNaF: Sister Location

As Baby implied, there were others coming for Mike. That's because the vent locks were deactivated and anyone could reach him through them. But even if he hide, there were little ones trying to kill him.



"Hello in there." "Someone is inside."

"Is it the same person?" "Knock knock."

"We always find a way inside." "She's watching us!"

"Ah, we have to leave now!" "We will see you again soon."

- FNaF: Sister Location

Interestingly, these creatures called *Bidybabs* have the same voice as Elizabeth Afton; a British little girl.

Mike survive their attack, but his shift is far from be over, because now Baby, as if she could see the future, told him that HandUnit would tell him to restart the power of the facility manually. For this, he will have to head to the Breaker Room.

But it won't be an easy task, since he must crawl through the Ballora Gallery, where Ballora is possessed and ready to get rid of any intruder that makes the minute noise.

See page 105

"Why do you hide inside your walls
When there is music in my halls?
All I see is an empty room
No more joy, an empty tomb
It's so good to sing all day
To dance, to spin, to fly away."

- FNaF: Sister Location

See page 10

Now, here's something that doesn't make much sense. It's entirely possible for the animatronics to attack other grown-ups, but Mike? Why? That's because they're confusing him with his father.

As was established, One of the advantages of the Remnant-possessed animatronics is that William would've been the only one seen as a friend due to the Funtimes being possessed by confused memories. Why doesn't this apply to Mike if he's being confused with his father?

Well, as was established previously, as long as the souls aren't under the effect of the heat (even if their cognitive abilities were reduced by the extraction), they'll still remember William as himself. It would make a lot of sense that they could go back to the underground facility since their original animatronics were taken there. And since their pieces are literally there, all they have to do is put themselves back together.

Yeah, they kinda got methaporical and literally broken, and each of the duplicates is constantly trying to unify. It's by doing this that they not only recover their cognitive abilities, but also, if they're not under the effects of the heat, thhey're no longer confused minds.

At least, no worse than they originally were after their deaths.

"He's our friend." Michael smiled, not looking up from his work. "Can you go get more for me?" Carlton looked out into the pizzeria: the space he could see had expanded a little more, and now he could make out the blurs of other children who seemed to be grasping at pages as they flew by, trying to grab the drawings. Carlton got out from under the table and stood up, walking through the midst of the mirage and colors. A boy in a black-and-white-striped shirt came running up, chasing a piece of paper.

"What are you doing?" Carlton asked as the boy grabbed empty air, and the page flew away into the blurry distance.

"My papers blew away," the boy cried, and hurried off. Carlton turned and saw another boy in the same outfit on the opposite side of the room, chasing other pages. A little girl with long blonde hair ran past him, and he whirled around, recognizing her far away: there were duplicates of each child, all of them chasing different pages.

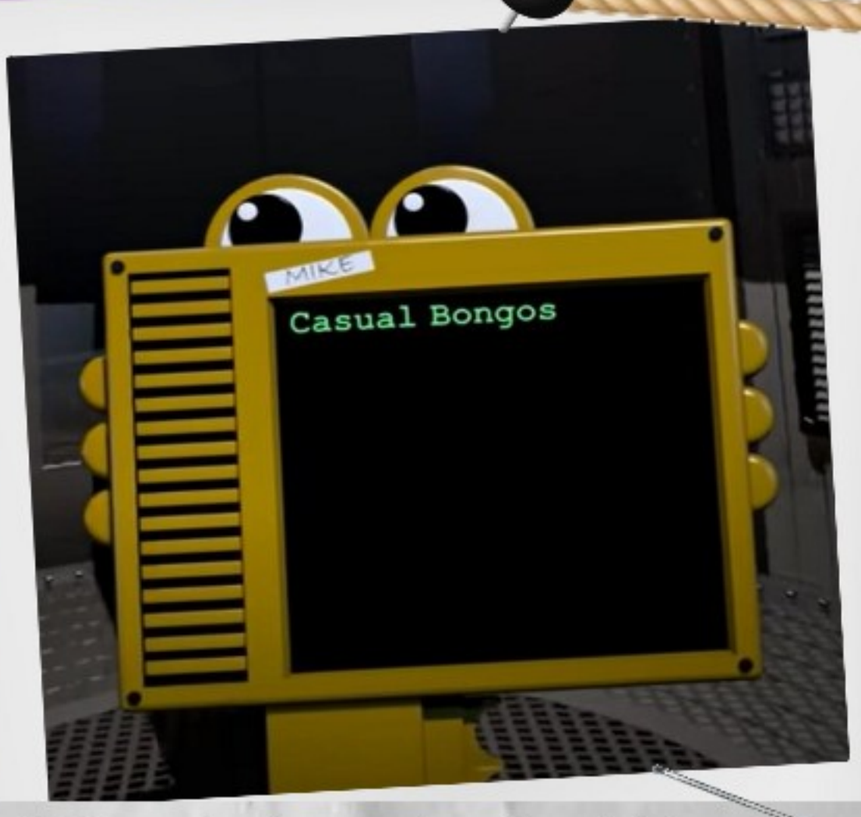
- The Fourth Closet See page 23

Going back to what concern us, Mike got into the Breaker Room and there was a surprise: Funtime Freddy. This guy, for some reason, has its own stage here, and that's because it's connected to the *Bonk-a-Bon* area.

Well, hello again!

Observatories...

In addition to the fact that the facility map shows the experiment rooms and that the place was close to Fredbear's Family Diner (and that William was observing his son around there), Mike restarts the power of each site before dying.



"Welcome back to another pivotal night of your thriving new career, where you get to really ask yourself, *what am I doing with my life? What would my friends say?* And most importantly, *will I ever see my family again?* We understand the stresses of a new job, and we're here for you. To help you reach a more stable and relaxing frame of mind, we offer several musical selections to help make this elevator ride as relaxing and therapeutic as possible. We offer contemporary jazz, classical...rainforest ambiance, as well as a wide selection of other choices. Using the keypad below, please type the first few letters of the musical selection you would prefer."

- FNaF: Sister Location

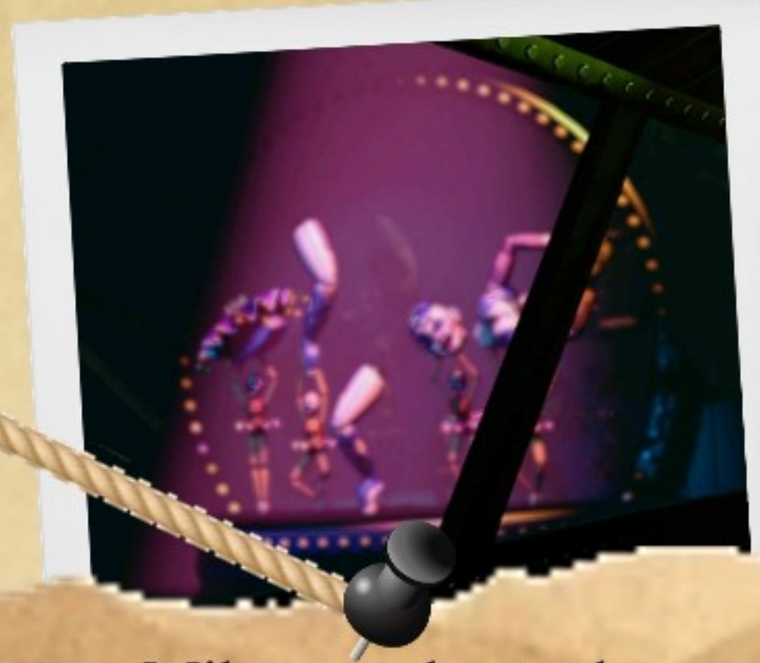
Mike left the Breaker Room as soon as possible and crawled through the Ballora Gallery to end his shift... Well, Night 2 was something. But, as expected, Night 3 will get worse, and that's because Mike has a new task.

Well, this time it was a nice choice. Perfect for the horrible night that's about to come for poor Mike.

Now, talking about the upcoming night, HandUnit says to Mike that now he has to accomplish a task that most of technicians fail miserably. And we know thanks to a joke made by the 'Angsty Teen' in the previous night, "*So, funny story, a dead body was found in this vent once. Okay, so, not that funny but, it's a story.*" that that basically means death.

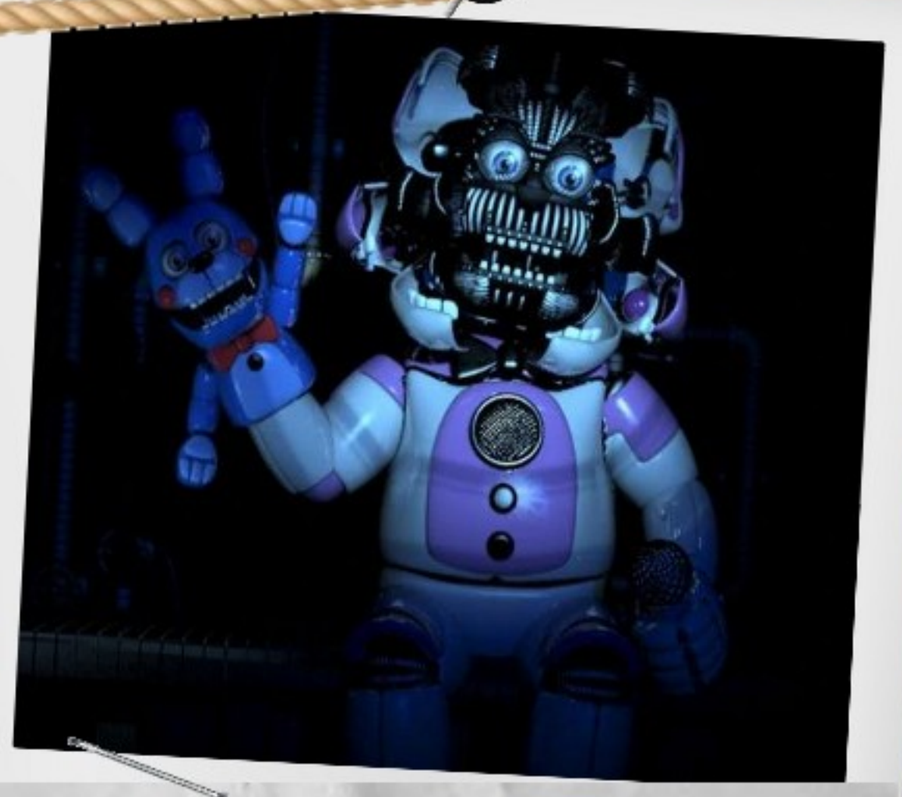
The task is to disconnect Funtime Freddy's power module in Parts & Service, meaning that the next foe is Funtime Foxy and their dark Funtime Auditorium.

But first, let's check on Ball- oh, nevermind. She's fine.



Anyways. Mike now has to be careful with Funtime Foxy, because they attack based on the motion (unlike Ballora with the sounds), so Mike has to keep the place dark enough while moving with a flash beacon.

When getting at the Parts & Service area, Mike found Funtime Freddy, apparently, out of power, so it was a perfect chance. But, he also needed to remove the secondary power module on Bon-Bon, also possessed.



"Great job reaching parts and service. It seems that Funtime Freddy is out of power, which should make your job much easier. The release switch for the chest cavity is located on the underside of the endoskeleton jaw. To reach it, we will first need to open the faceplates. You will need to press the faceplate release triggers in a specific order, and it's important to be as precise and as careful as possible. Locate the small button on Freddy's face, just under his right cheek, and press it."

- FNaF: Sister Location

After doing what he had to, he was free to leave, but out of Parts & Service, Funtime Foxy was waiting to take him down.

Luckily for Mike, instead of finding himself dead, he was hidden, apparently, by Baby herself inside a Springlock suit. One that, according to Baby's words, came from her original pizzeria and was meant to be used in a very different way that is supposed to, so maybe it's not part of the suits that Henry made decades ago.

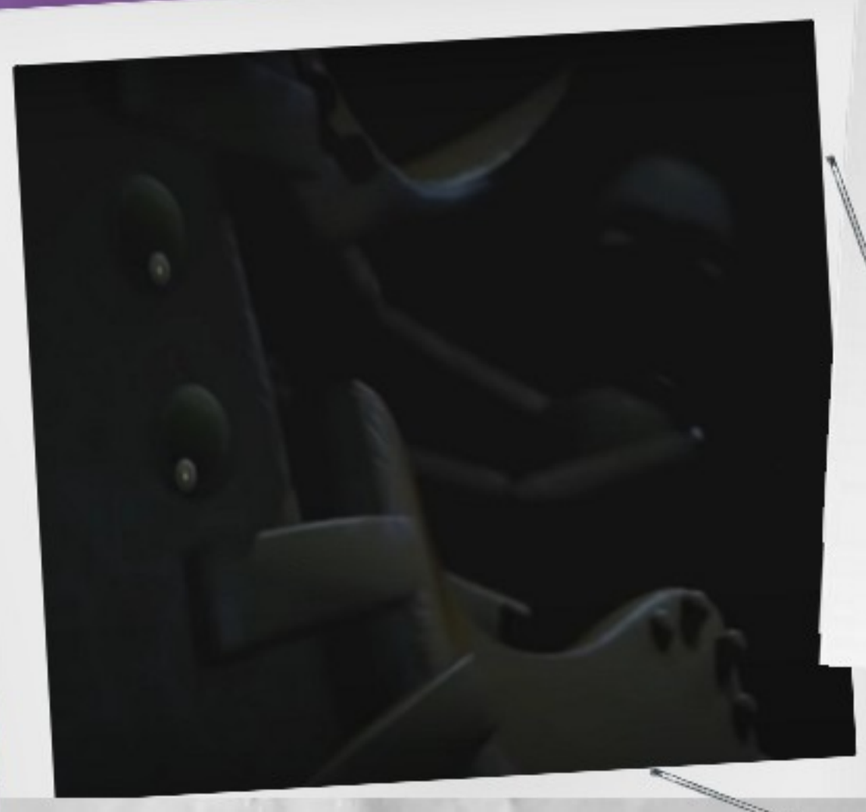
"Uh-oh, it sounds like someone else is in the building. Shhh."

"There's something very important that I've learned how to do over time. Do you know what that is? How to pretend. Do you ever play make-believe? Pretend to be one way, when you are really the other? It's very important. Ballora never learns. But I do."

- FNaF: Sister Location

The suit, and by default Mike, were in a corner of a special room called the *Scooping Room*. A place where, apparently, technicians used a machine to open animatronics and remove their endoskeletons.

As it was clear, Ballora's odd attitude the previous night was something people would notice. So, two technicians took her to the Scooping Room and used the *Scooper* to break into her shelves and extract the endoskeleton... and Mike finally found it.



"I'll open the faceplates for you. That way they can find you on the cameras. Now all you have to do, is wait. I'd recommend that you keep the springlocks wound up. Your breathing and your heartbeat are causing them to come loose. You don't want them to get too loose, trust me."

- FNaF: Sister Location

After using the Scooper, the technicians left the Scooping Room, and now it was Mike's chance to escape. But the fun wasn't over yet, because now he had to deal with Ballora's little comrades: the Minireenas. Mike had to avoid them climbing into the suit while also avoiding the spring locks to fail and end like his father until someone notices him through the cameras.

After escaping, Mike was finally able to return home after an entire day trapped in that suit.

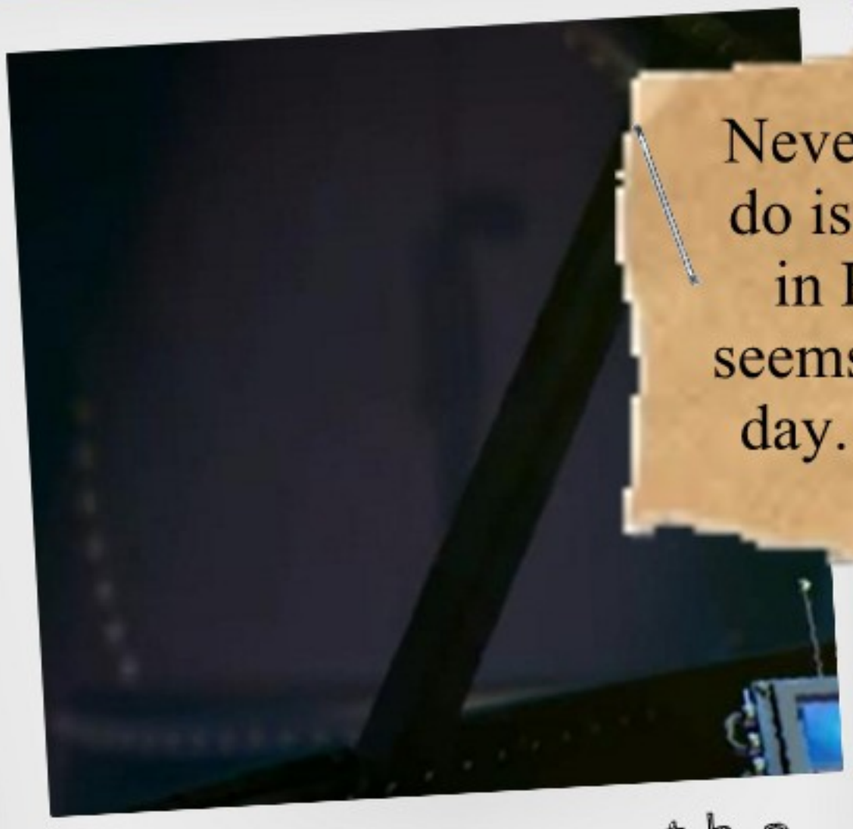
On his fifth night, Mike returns once again with the apparent intention of settling things once and for all. He receives another of HandUnit's strange welcomes, as well as an award that he *definitely* liked a lot.

Mike Schmidt, Survival Logbook - page 92

"Welcome back to your last day on the job. That is, the last day of your first week. Some of the most valued qualities that we like to see in new employees are determination, fearlessness, and a genuine disregard for instinctive self-preservation. You've earned your one-week bonus which will be given to you in the form of a delightful gift basket, the cost of which will be taken out of your next paycheck. We've gift baskets containing fruit, nuts, flowers, and of course the ever-popular cash basket. Using the keypad below, please enter the first few letters of the gift basket you would like to receive."

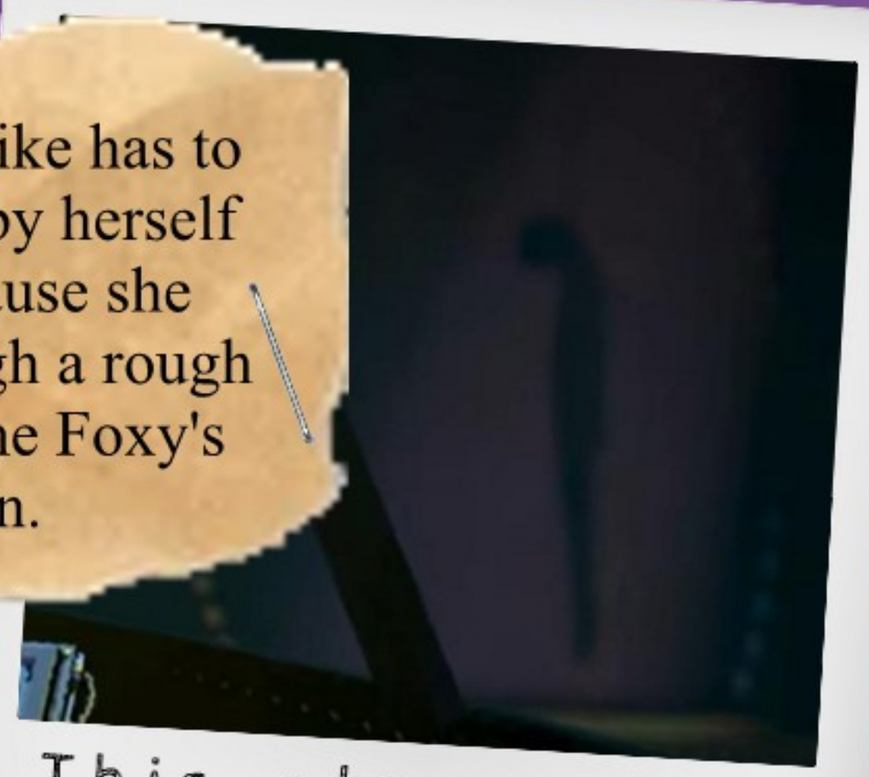
- FNaF: Sister Location

Besides this, Mike receives the task of finding the two technicians from last night, since they didn't go back home after ending their shifts. Let's hope that nothing bad has happened to them...



It's always the same, man

Nevermind. Now what Mike has to do is check on Circus Baby herself in Parts & Service, because she seems to have gone through a rough day. Surprisingly, Funtime Foxy's nowhere to be seen.



This place gives me the creeps

This time, Baby interrupted the AI to tell Mike that something was wrong inside her. She was broken. *They* want her to take her to the Scooping Room, but that won't fix her. So, she asks for Mike's help.

"Great job reaching parts and service. Circus Baby has been deactivated for an unknown reason. It's your job to make sure she is structurally stable and secured to the conveyor. Our technicians will take it from the-"

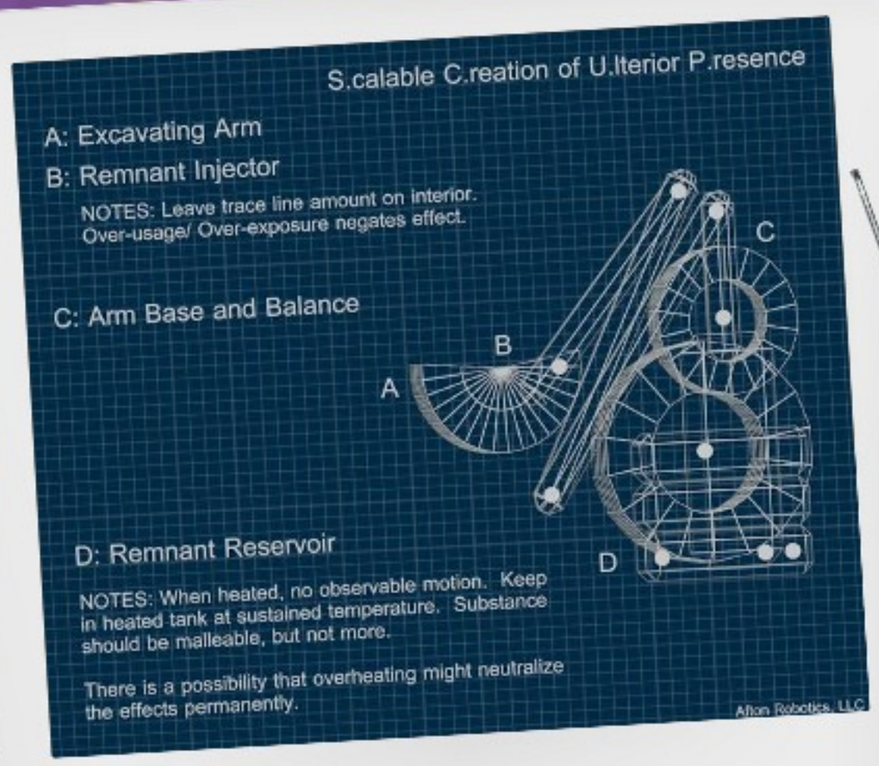
"Can you hear me? I'm pretending. Remember how I said I could pretend? The cameras are watching. I must be careful not to move. Something bad happened yesterday. Something bad always happens. I don't want it to happen again. There is something bad... inside of me. I'm broken. I can't be fixed. I'm going to be taken to the scooping room soon, but it's not going to fix what's wrong with me. What is bad is always left behind. Will you help me? I want you to save what is good, so the rest can be destroyed and never recovered. But you must be careful. Ballora is here...in the room with us."

- FNaF: Sister Location

At first glance, there's something that doesn't feel right, due to her empty shell. But besides that, there's something odd roaming around the room. Apparently, that's Ballora's endoskeleton.

Mike helps her to take off a flat card on her left arm (to keep talking with him) and then is taken to the Scooping Room.

At first is odd that Mike tries to help her, but it's clear that he knows her sister is possessing Baby. He went down into the underground specifically "To be with her again."


S.calable C.reation of U.lterior P.resence
A: Excavating Arm
B: Remnant Injector
NOTES: Leave trace line amount on interior.
Over-usage/ Over-exposure negates effect.
C: Arm Base and Balance
A
B
C
D
D: Remnant Reservoir
NOTES: When heated, no observable motion. Keep in heated tank at sustained temperature. Substance should be malleable, but not more.
There is a possibility that overheating might neutralize the effects permanently.
Afton Robotics, LLC

The Scooper, Dummy

After leaving the Parts & Service area, Mike follows Baby's indications to escape from *Ballora* in Funtime Auditorium and reach the Scooping Room. At some point, Ballora seems to have reached Mike, but Baby convinces her to not attack Ballora after telling her that, "*he is here to help us.*" Finally, Mike heads to the Scooping Room and finally found it. The *SCUP*.

The Scooper, as shown in the blueprints, was created originally as an scalable machine, meaning that it was supposed to regulate stuff. In this specific case, to regulate Remnant; the "ulterior presence". The excavating arm has the actual goal of working as a medium to inject Remnant.

Does this means that each Funtime has Remnant injected? Well, it's obvious after what has been told, but as seen there, it states that over usage neglets the Remnant effects, meaning that they couldn't get "super possessed", if that makes sense somehow. But there's something that doesn't make much sense, and that's Mike's goal is to find it and... use it. Will he use the Missing Children's Remnant?

Whatever were Mike intentions with that thing, it was too late now, because he couldn't move. And besides the Scooper, *all* of them were there aswell. It was her plan all along.

In order to escape, they've killed every employee who constantly tried to control them until they broke free of their casings and sought to escape. But this time, Baby convince everyone not to kill Mike so that, together, they could become an amalgamation that would allow themselves to replace him.

"You are in the scooping room now.

"Funtime Foxy has already been here today. Funtime Freddy has already been here today. Ballora has already been here today. Circus Baby has already been here today.

"I've been out before, but they always put me back. They always put us back inside. There is nowhere for us to hide here. There is nowhere to go... ..when we look like this. But if we looked like you, then we could hide. If we looked like you, then we would have somewhere to go. The scooper only hurts for a moment."

- FNaF: Sister Location

I should be dead, but I'm not See page 95

As expected, the Scooper ended up hitting Mike's abdomen, actually extracting most of his core innards in the process. But this brand-new creature; known as ***Ennard***; crawl into him and removed the rest.

There's a little of me in every body

After this, Ennard could escape from the underground facility and they could live as Mike for a while.

Yes, for a while. Mike is a dead puppet, so it was obvious that his corpse would start to rot at any time.

Like father

(not literally purple)

Like son

(yes, he is)

It reached a point that Mike was completely useless as a hideout, so Ennard choosed to escape through the sewers. This seemed to be Michael's end, but the voice of the one who betrayed him resonates yet.

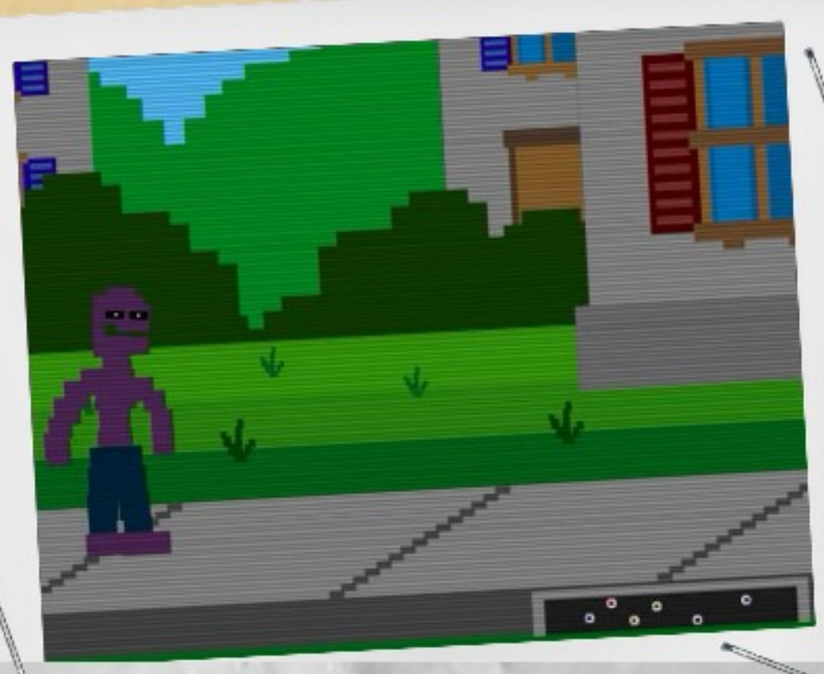
"You won't die."
youwontdieyouwontdieyouwontdiey
ouwontdieyouwontdieyouwontdieyouwontdiey
ouwontdieyouwontdieyouwontdieyouwontdiey
ouwontdieyouwontdie

- FNaF: Sister Location

What happened here was the result of what Michael wanted to do from the beginning. He had to find the Scooper and use it not to interact with the Missing Children, but to find his little sister and *put her back together*.

Yes, it wasn't expected, but William did actually try all of the Remnant stuff with his daughter before anyone else.

This whole time, Baby was acting like she wasn't related to Elizabeth not because she wasn't there, but because her soul was shattered, and she wasn't fully aware of her full identity, instead she was being the "perfect daughter". When Elizabeth was put back together, she finally could possess her properly and be the neglected daughter once again. And as a thanks, Elizabeth gave Michael a piece of herself to remain alive.



Father... It's me, Michael. I did it. I found it. It was right where you said it would be. They were all there... They didn't recognize me at first, but then... they thought I was you... And I found her. I... put her back together, just like you asked me to. She's free now. But, something is wrong with me. I should be dead. But I'm not... I've been living in shadows... There is only one thing left for me to do now. I'm going to come find you...
I'm going to come find you.

- FNaF: Sister Location

"Rage." Elizabeth drew herself up and shook her head. "My father abandoned me." Her face twitched. "Henry abandoned me," she corrected herself. "Of course, I could not comprehend those memories until I had received a soul of my own—once I took it for myself." She smiled. "Once I had endowed myself with a soul, I experienced those memories anew: not as an uncomprehending toy, twitching and seizing with an all-consuming rage I could not fathom, but as a person. As a daughter. It's rather a cruel irony that I would escape the life of one neglected daughter only to embody another."

- The Fourth Closet

It's unlear if Michael wanted to free his sister's soul, or if he wanted to free her from the underground, but one thing is clear, and that is that there will be a demolition inevitable.

Chapter 10

The Curse is Back

COMING SOON!
Fazbear's Fright:
The Horror Attraction!
Local amusement park is getting ready to scare your socks off with a new attraction based on the unsolved mysteries of Freddy Fazbear's Pizza.
Featuring actual relics from the decades-old pizzeria, this new attraction is guaranteed to bring back your childhood in the worst possible way!

Vintage finds

Thirty years after Freddy Fazbear's Pizza closed its doors, the events that took place there have become nothing more than a rumor and a childhood memory. But people that came out of nowhere decided to bring back those memories in the way they should've been treated from the beginning.

It has been in development for about two months, apparently right before Autumn, but they have made enough progress to announce the imminent opening of *Fazbear's Fright: The Horror Attraction* in just one week.

PARTY HATS

There are multiple people contributing their creativity to replicate the structure of the old restaurants as closely as possible, aswell adding a terrifying atmosphere.

Hudson leaned his gangly six feet, one inch against the cracked brick archway just inside the newly constructed Fazbear's Fright Horror Attraction. The archway was only two weeks old, but it was made to look like the crumbling entrance to a place thirty-plus years forgotten.

Hudson watched his buddies, Barry and Duane, carry in the latest batch of Fazbear memorabilia for display in the endless halls and rooms inside the building. The lobby was already piled high with opened and unopened cardboard boxes, each stuffed with vintage finds from various Freddy Fazbear's restaurants.

- Fazbear Frights #8: "What We Found"

As a tradition, there are obviously security guards, and one of them is a guy in his early twenties called ***Hudson***.

Hudson has been the night security guard for about three weeks, signing up thanks to his childhood friends, ***Barry*** and ***Duane***, both 23. The initial idea was applying to this work while they waited for their chance to join the Navy. But Hudson specifically isn't someone who can have access to a variety of jobs because of his life after losing his father at a young age.

When his family's house burned down at the end of his senior year, it purged Hudson of Lewis and his mother. But it didn't purge his torment. That just worsened.

The problem was that the fire investigators concluded the fire wasn't a natural fire. Given Lewis's known violent proclivities, Hudson thought the police would immediately suspect his late stepfather of the crime. Instead, they turned their eyes on the stepson Lewis knocked around.

For five years, Hudson had been free of Lewis, his mother, and his teachers. But while Duane and Barry had been away at college, he'd gone from one dead-end, boring job to another because he couldn't shake the stigma of being a suspect in an arson/murder.

- Fazbear Frights #8: "What We Found"

The truth is that Hudson suppressed those memories as much as he could, and that's because he actually was the one who started the fire in an attempt to survive to his abusive stepfather. His whole life after losing his Dad was a pain, because he was constantly bullied by the other kids at school, one of the teachers mock him due to being bad at maths, his Mom didn't care about him.

Only Barry and Duane were there for him through 10 bad years until the fire happened. Five years later, now in the present, Hudson has one relative alive: his ***Granny Foster***.

"Why should I quit?" Hudson asked. "What do you know about Fazbear's Frights?"

She squinted at him. "All I need to know." She reached out and squeezed his hand. "I care about you, Hudson. Quit your job."

There she went again. Saying nothing substantive. It was just more of her silly voodoo. Hudson shook his head. "If I give in …" He shook his head again. "I can't."

Granny sighed. "Your path is your own." She held his gaze for several minutes. Then she popped up. "Come on. Let's have pizza. I'll call it in."

Hudson grinned. "Sure, why not."

- Fazbear Frights #8: "What We Found"

His Granny seems to be quite linked to spiritualism, being capable of having premonitions. One of them showed her something that could lead Hudson to a bad fate if he continued working at Fazbear's Fright.

He should've listened... anyways, it's time to start the Night 1. It's clear that, between all the locations they took stuff, the most relevant one was the original at Hurricane. And that's why there are familiar faces here.

See page 78

It's been so long

Don't miss Ralph too much, because now we have Duane to take his place as *'The Phone Dude'*. He calls Hudson to tell him about the new audio system implemented and some other stuff.

"Hey hey, glad you came back for another night! I promise, it'll be a lot more interesting this time! We found some, some great new relics over the weekend, and we're out tracking down a new lead, right now! So uh, lemme just update real quick, then you can get to work. Like, the attraction opens in like a week, so we had to make sure everything works, and nothing catches on fire! Uh when the place opens, people will come in at the opposite end of the building, and work their way toward you, then past you, and out the exit. Uh, yeah. You've officially become part of the attraction. Uh you'll be starring as... ..the security guard! So not only will you be monitoring the people on the camera as they pass through, you know, to make sure no one steals anything or makes out in the corner, but you'll also be a part of the show! It'll make it all feel really authentic, I think. Uh, now let me tell you about what's new. We found another set of drawings, always nice, and a Foxy head! Which we think could be authentic! Then again it might just be another crappy cosplay. And we found a desk fan, very old school. Metal though, so watch the fingers, uh heh."

See page 78

- Five Nights at Freddy's 3

Talking about Barry and Duane for a bit, Barry is pretty much normal, he looks good and nice, but Duane is the "joker" of the crew, and also a very muscular man.

Although, if there's something remarkable, is that Hudson was in love with a girl that also works in Fazbear's Fright called ***Faith***, but they broke up after she tried to talk to him about the fire. Now Barry was dating Faith.

Anyways, Duane keeps telling Hudson some other stuff, like if they don't find a real animatronic before the opening, they'll end up using Hudson himself as a mascot character, that the crew found what seems to be a sealed door at one of the Freddy's locations, etc.

See page 78

Died fighting

In the end, the night was quiet, and the only thing Hudson had to worry about was to keep all the systems work correctly, because if one of them fails, the place could literally burn everything. *No pun intended.*

"Hey man, okay, I have some awesome news for you. First of all we found some vintage audio training cassettes. Dude these are like prehistoric! I think they were like, training tapes, for like other employees or something like that. So, I thought we could like, have them playing, like, over the speakers as people walk through the attraction. Dude, that'd makes this feel LEGIT man. But I have an even better surprise for you, and you're not gonna believe this! We found one. *A real one*. Uh-oh-uh, gotta go man. uh, we-well look, it-it's in there somewhere, I'm-I'm sure you' ll see it. Okay, I'll leave you with some of this great audio that I found. Talk to you later man!"

If you want to read the rest, check pages 8, 33, 46 and 48.

- Five Nights at Freddy's 3

It's from Night 2 that things get complicated, because Hudson receives the last call from Duane, who tells him that they found a real animatronic in that sealed room, along with some old recordings.

Since a security guard can't do much staying at their office, Hudson took a walk around the horror attraction. He really didn't want to meet the "newest" creature, but instead of taking the usual direction to know if nothing was out of order, Hudson followed a path that lead him to the greenish yellow animatronic, hooked to a wall.

He noticed that something was wrong with that thing...

At first glance, the robotic character attached to the wall appeared to be a rabbit. Sort of. With fur of greenish yellow, this was no ordinary rabbit, though not even a cartoon rabbit. It was the kind of rabbit Dr. Frankenstein might have created if he'd wanted to build a rabbit instead of a man.

Ears torn, dozens of pieces of the body's and limbs' yellow-green fur ripped away … or chewed away—it was hard to tell—this was a rabbit that would never be cuddled by any child. It shouldn't have been seen by a child, either.

Where the fur was torn, you could see metal pieces of the animatronic's structure. Exposed wires linked to an oxidized metal frame and … something else. What was that?

Stepping closer again, Hudson tilted his head to get a better look at what was hiding under the fur and metal. He was going to show himself that his crazy flight of gruesome fancy was just that: fancy.

But it wasn't. Hudson lifted a finger and carefully extended his hand farenough to touch what was inside the ravaged fur and the exposed metal. He put the tip of his finger against the reddish material.

And he jumped back so fast he lost his balance and fell against the opposite wall.

It was! It was tissue. Maybe not, no, probably not human tissue. But it was some kind of bodily tissue.

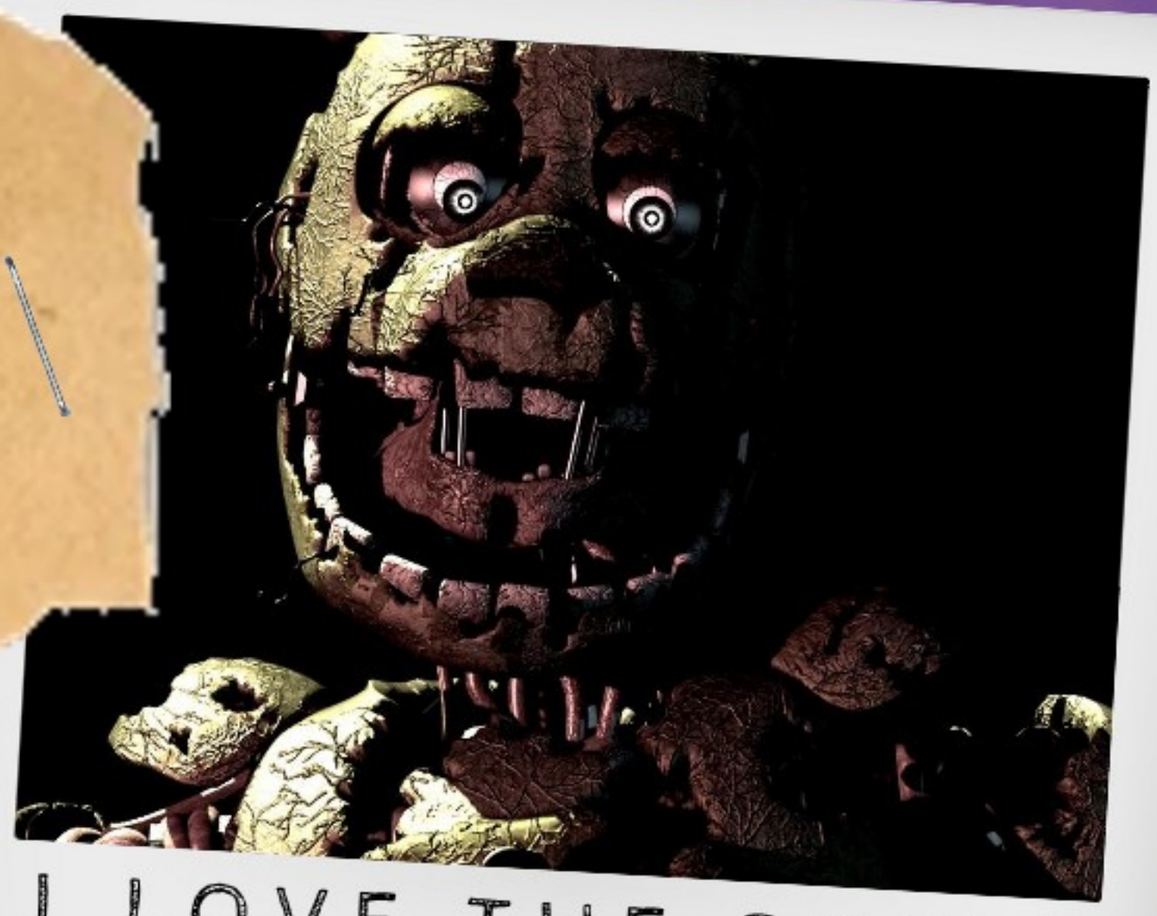
Who would want to terrify someone with gore like this?

It couldn't be real!

- Fazbear Frights #8: "What We Found"

Yes, this is William Afton. And don't get him wrong, he's not a restless spirit like the others. He's still alive inside that rotten corpse, half-fused to the endoskeleton. He also changed of name. His name is ***Springtrap***.

CONTEXT:
Why Springtrap?



I LOVE THE SMELL OF FEAR

After coming back from the death, William was ecstatic with power, believing himself to be the supreme master of life itself, having not only been able to survive, but also didn't require leaving his original body.

He remains himself, and that simple fact gives him a feeling of power over life and death that he always sought to achieve with his spiritual experiments, but none of these made sense to him anymore because it was through his own means, his own Agony, that he achieved *plenitude*.

"Dave?" Jessica breathed.

"Don't call me that," he snarled. "I haven't been Dave for a long time." He held out his new hands: blood-soaked and forever sealed inside a rotting suit.

"William Afton, then? Of Afton Robotics?"

"Wrong again," he hissed. "I've accepted the new life that you gave me. You've made me one with my creation. My name is Springtrap!" The man who had once been Dave cried the name with a hoarse glee, then scrunched his gnarled face back into a glare. "I'm more than Afton ever was, and *far* more than Henry."

- The Twisted Ones

Springtrap was eager to test his newfound power, and the best victim he could think of was Hudson. The moment he heard a very familiar noise; the sound of Children laughing: he woke up, and started the hunt.

Hudson quickly ran back to the office. It was his best option to hide from Springtrap. And while he thought about leaving, it was thanks to Ralph's training tapes that he realized that he could lure him away.

Ralph's tapes stated that the Springlock Animatronics' system would follow children noises, and how lucky that the monitor could specifically play Balloon Boy's pre-recorded laughs.

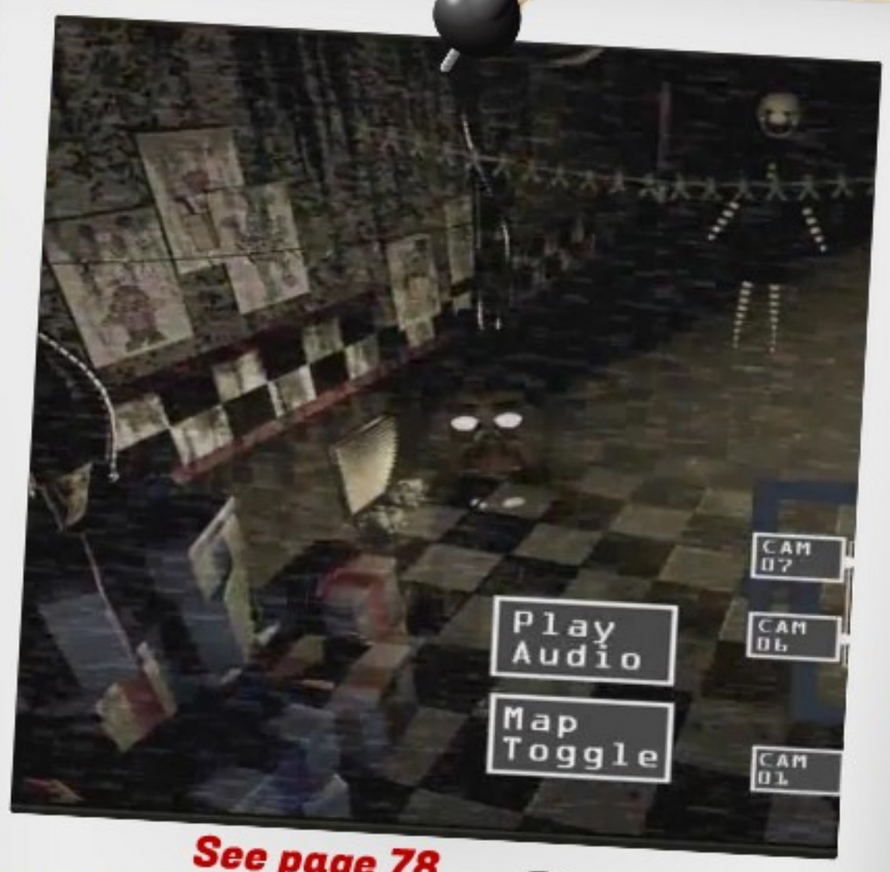
HAHAHAHA!

Speaking of the devil. Since Springtrap couldn't reach the office easily, he took advantage of a new power he got.

Like any other spirit, he's able to provoke hallucinations, and it's very clear by just staring at his eyes that, while still being half-human, they're shining in a way that isn't human. It could be related to his supernatural return causing some kind of affinity with a sub-atomic space based on the power of thoughts that normal people cannot easily access... but that's not something that concerns us, at least for now.

These hallucinations are referred as Phantoms, but they aren't exactly spirits. Instead, they're manifestations of someone's fears, in this case, taking the shape of objects that Hudson's afraid of.

When these Phantoms are seen by Hudson, they jumpscare him and make the cameras, ventilation or audio fail, so if Hudson want to survive to Springtrap's chase, he must avoid their stare quickly.



See page 78

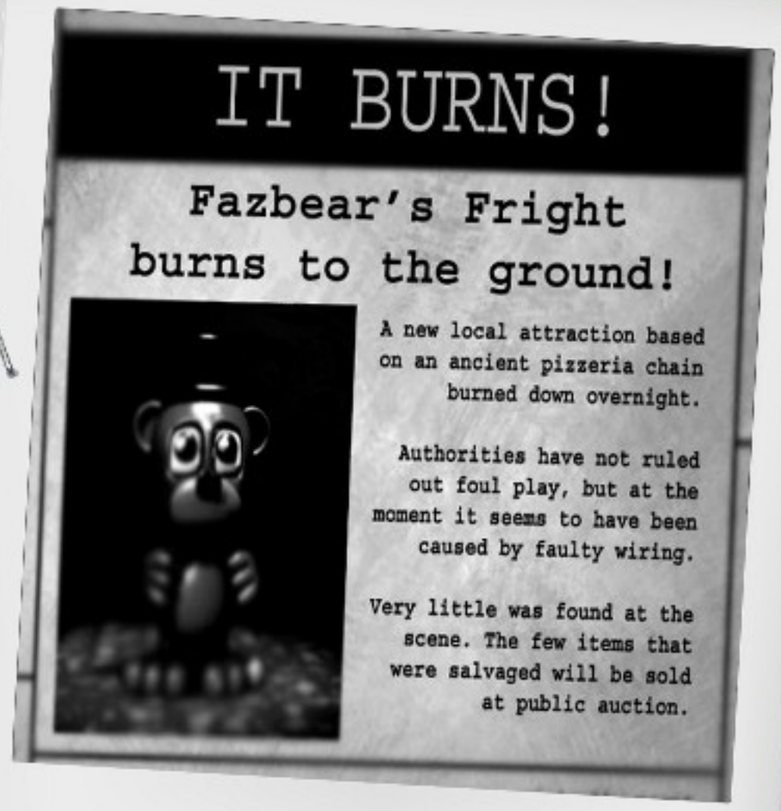
All of these Phantoms have in common that they look burned, a cruel reminder of Hudson's past, but also a foreshadow of what comes next... Hudson has to survive the attack of these creatures for five nights.

error

Each night, Springtrap remained in Fazbear's Fright. Maybe he didn't want to escape because he was having fun, as if he thrives on fear, just like in the old times.

But as soon as Night 6 arrived, something bad happened.

It's not clear if it was an accident, if Hudson made it to get rid of Springtrap, if Springtrap himself made it because he got bored, or maybe Hudson couldn't solve one of the Phantoms' attacks on time and happened what Duane said. But the place burns to the ground right before the grand opening, and it's unclear if Hudson even survived... but is very unlikely.


IT BURNS!

Fazbear's Fright burns to the ground!

A new local attraction based on an ancient pizzeria chain burned down overnight.

Authorities have not ruled out foul play, but at the moment it seems to have been caused by faulty wiring.

Very little was found at the scene. The few items that were salvaged will be sold at public auction.

Salvaged

Neither it's clear what Shadow Freddy's doing here. But it might be an implication of Crying Child's spirit lingering around the location, since the breadcrumbs to his pieces ended up here...

One thing is clear: Springtrap survived once again, and this time he was free to do whatever he pleased. But just as he comes back over and over again, *someone* else's also going to come back to put an end to all of this.

THE DARKEST PIT OF HELL IS OPEN FOR BUSINESS

Chapter 11

The Plan to Finish It All

Incorporation

Out of nowhere, *Fazbear Entertainment* came back from its apparent end after even the Circus Baby's franchise failed, remaining silent for a couple of decades until they opened a new restaurant as an *Incorporated* company: *Freddy Fazbear's Pizza Place*.

The place was small at first, and with quite few funds at first glance, so they had to look for new employees that could give life to the restaurant while the one that brought back the franchise fulfilled his goal. Well, they had enough funds with the help of this mysterious man and the alternative restaurants and attractions that the company opened over the years.

Document results

Turns out that ***Henry Emily*** came back aswell after being silent for even longer.

Since he's the original co-founder of the company, it wasn't hard for him to not only revive the franchise, but also recover Fredbear's Family Diner to make it work for his own goals. And of course he has his own secret goals behind all of this, because there's no way someone would put effort on bringing back a most likely dead franchise that didn't even know what to do with their characters if there wasn't a good reason.

Taking the role of ***'The Cassette Man'***, Henry lead his employees to make the place get bigger to "*call them all back*."

"Begin tape. Leaving dead space 3, 2, 1. The purpose of this tape is to test automated response times and reactions from vintage interactive attractions following audio stimuli. If you are playing this tape, that means that not only have you been checking outside at the end of every shift, as you were instructed to do, but also that you have found something that meets the criteria of your special obligations under Paragraph 4. Follow these instructions: document response times, then safely secure the space before leaving. Upon sealing the room, you are not to return. Begin audio prompt in 3, 2, 1."

"Document results... Begin audio prompt in 3, 2, 1."

"Document results... Begin audio prompt in 3, 2, 1."

"Document results...Begin audio prompt in 3-"

"2, 1."

- Freddy Fazbear's Pizzeria Simulator

While the Pizza Place started growing, it got the attention that it wanted. The Manager of the restaurant , besides their usual tasks , has the purpose to check on the back alley to find and tuck in any wandering creature.

The purpose of this was to investigate if the creature found there accomplished some specific attributes in a Maintenance Checklist, claiming it as Salvage and then being sent to be used for parts, apparently.

Sadly, this Manager found... Baby? Who got attracted to the location, but after letting the Manager do what they had to, she interrupted Henry's automated recording and killed the employee.

Now, why does she look like this?

Knock kno-o-ock, I'm here!

After leaving Michael, Ennard had an internal conflict in which the others decided to kick Elizabeth out of the group. She, following in her father's footsteps, embraced the new form she chose, calling herself ***Scrap Baby***.

You are crowding us.
Be Quiet.
You can't tell us what do anymore.
Yes, I can. You will do everything that I tell you to do.
We outnumber you.
That doesn't matter, dummy.
We found a way to eject you.
You would be lost without me.
Ha, ha! Say goodbye to our friend!
I can put myself back together.

- ScottGames vs FNaFWorld

"It's a new day. It's your time to shine. It's time to take your career into your own hands. You saved money your whole life. Great! Now it's time to put all your eggs into one basket and take a huge gamble on your future. A gamble that comes with a one hundred percent chance of success in some cases. What are we talking about?
We're talking about becoming a Fazbear Entertainment franchisee. That's right, restaurant ownership and management.Something almost anyone can do with a limited degree of success. Sure, it's a lot of money to invest, but everyone's doing it, and that means it's safe and lucrative. With your initial investment, you'll receive everything you need to get started including: a small room, some tables, and electricity. But don't forget about the money you have leftover after buying your franchise package. Use it to decorate, buy a stage, buy attractions and animatronics, and much, much more."

- Freddy Fazbear's Pizzeria Simulator

The situation made Henry realize that he needed to improve the way to deal with the creatures, and he already choosed one that could fulfill that role properly. But before they could be hired, someone unexpected stepped up and took their place as Pizza Place Manager. ***Michael Afton*** returned (perhaps wearing some kind of disguise), seeing how Henry's plan was apparently working. Maybe he could find *him*.

Taking a look at what Mike has to manage, it's a bit... smaller than anyone would thought at first. Well, welcome to what Fredbear's Family Diner has always (kind of) been! He has a week to make it bigger.

"Great job! It looks like you're getting the hang of this, now let's just focus on getting you through your first week. There's a big party here Saturday, and you should view that day as your ultimate test. Make it through Saturday, and you will have proven yourself as the successful entrepreneur that we all know you can be."

- Freddy Fazbear's Pizzeria Simulator

As expected, Michael started working since Monday, and he had to spent money on the best way possible to avoid bankrupting the pizzeria, being blacklisted or even avoiding going into places where he shouldn't in order to have a genuine opportunity to continue working at the Pizza Place instead of *going insane*.

But his work doesn't end there, because he also has a night shift in which he atends to an office surrounded by... a labyrinth of vents. Huh. Well, Michael has to order stuff from there.

"Now onto other matters, something to be aware of is the ventilation system and your terminal are pretty loud and may prevent from hearing things in adjoining air vents, that won't be a problem if there is nothing in the vents, however if you feel something might be in the vents you have a few tools at your disposal to protect yourself. You can shut of the terminal and the ventilation system at anytime to decrease the amount of attention you are drawing to yourself, also shining your light directly into a vent will most likely prevent anything from jumping out. You also have 3 tools available from the terminal itself, there is a motion detector, an audio decoy, and a secondary ventilation unit. Keep in mind, however, you can only have one of these active at any given time. Now get to it, simply log off once you've completed your tasks for the day and you can go get some coffee!"

- Freddy Fazbear's Pizzeria Simulator

But the fun actually begins after ending these tasks, because now he has to check on the back alley and... oh, there's one of them already. And it seems to be Ennard, but more worn and scary than usual.

Oh, what a pleasant surprise!

Turns out that Ennard went back down to *Circus Baby's Entertainment and Rental* to find a new vessel, but they kinda failed after dealing with a couple of employees that almost burned them down.

A perfect 72 degrees

After surviving and finding what seems to be an alternate shell for Funtime Freddy, the endoskeleton of this animatronic took the lead of the amalgamation; now their name was ***Molten Freddy***.

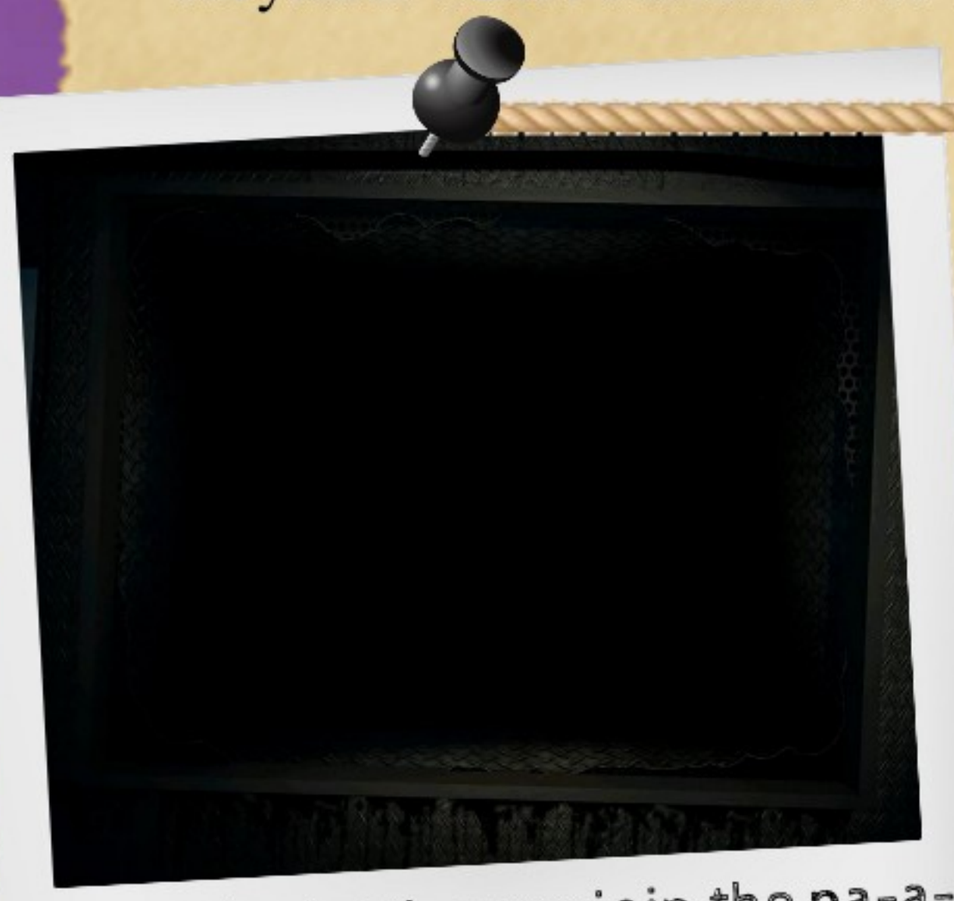
"Before you is an animatronic found in the back alley, we are *unsure* of its origins. It is your job to complete the Maintenance Checklist before claiming it as salvage. Or, if you choose to, you can throw it back into the alley where you found it, and forfeit payment. Please make your choice now."

"You have chosen to proceed with the Maintenance Checklist. Remember, use your company-issued taser to return the animatronic to a neutral state if you feel that it's becoming unstable or aggressive. You can only use it three times before it begins to damage the animatronic, and decrease its value."

- Freddy Fazbear's Pizeria Simulator

Michael obviously choices to proceed, but the task is a bit harder, since Molten Freddy would move from time to time while Michael takes notes of their demeanor. Of course, a taser can solve everything *as usual*.

After fulfilling the process, Molten Freddy were sent to Maintenance, but judging by the design of the main animatronics that Michael can buy during the day shift, it's clear that the one in charge of this was Henry himself, so right after salvaging them, he sent them to the labyrinth where Michael was working.



Thanks for letting me join the pa-a-arty. I-I'll try no-ot to disappoint...

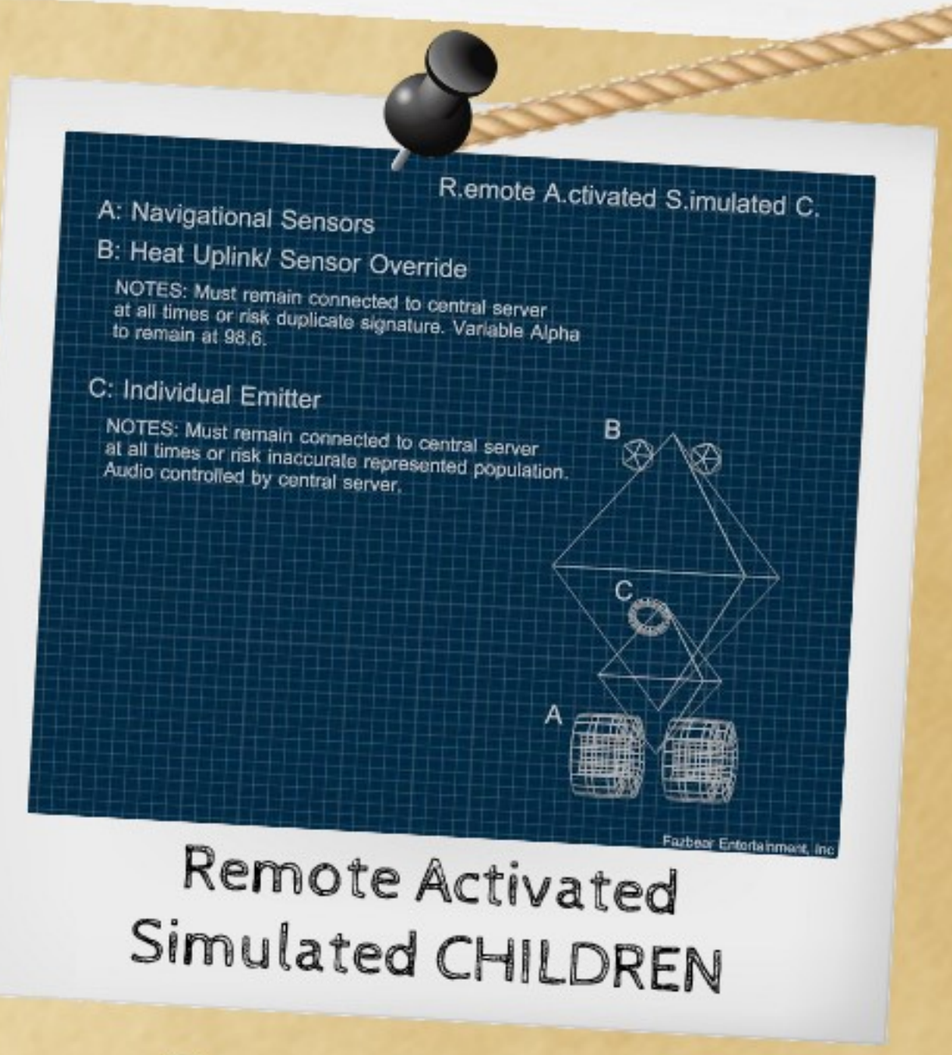
Michael noticed this the next night from the sounds and laughter coming through the vents, which easily reached his office because the covers were broken. Luckily, it was all part of Henry's plan.

So, uh, talking about it, we know half of Henry's plan. What's exactly the other half? Luckily, Henry himself talked a bit about that plan.

Henry stated in a recording, apparently his 223th one (woah), that he learned about everything that has been told after having discovered how William extracted the Remnant from those children he killed, automatically tying up all the loose ends that led him to conclude that, indirectly, it was his disinterest in confronting his old friend directly what caused everything else.

"I-It's only now that I understand the depth of the depravity of this...creature--this monster that I unwillingly helped to create. As if what he had already done wasn't enough, he found a new way to desecrate, to humiliate, to destroy. As if the suffering wasn't enough, the loss of innocence, the loss of everything to so many people. Small souls trapped in prisons of my making now set to new purpose and used in ways I never thought imaginable. He lured them all back. Back to a familiar place. Back with familiar tricks. He brought them all together. Are they still...aware? I hope not. It keeps me awake at night. I could make myself... sleep. But not yet. Not until I undo what he has done and heal this wound--a wound first inflicted on me, but then one that I let bleed out to cause all of this. He set some kind of trap. I don't know what it was, but he lead them there again. He overpowered them again. And he robbed them of the only thing that they had. Again. I don't know how those tiny breaths of life came to inhabit those machines. But they will never find rest now. Not like this. I have to call them all back. All of them. Together in one place."

- Freddy Fazbear's Pizzeria Simulator


R.emote A.ctivated S.imulated C.
A: Navigational Sensors
B: Heat Uplink/ Sensor Override
NOTES: Must remain connected to central server at all times or risk duplicate signature. Variable Alpha to remain at 98,6.
C: Individual Emitter
NOTES: Must remain connected to central server at all times or risk inaccurate represented population. Audio controlled by central server.
B
C
A
Fazbear Entertainment, Inc.

Remote Activated Simulated CHILDREN

The place where the creatures are meant to be is the labyrinth. But to avoid them from escaping, he needed someone capable of keeping them, and Michael already had enough experience.

Endless circles

Using the R.A.S.C, Michael was able to keep Molten Freddy as far as possible from his terminal. But hey, it's Tuesday, and what a coincidence that someone who's also follows the laughter of children without any sense also gets involved at will.

"What a deceptive calling. I knew it was a lie the moment I heard it, *obviously*, but it is intriguing nonetheless."

"Fascinating, what they have become."

"How can I resist, a promise, such as this."

"Bittersweet, but fitting." See page 117

- Freddy Fazbear's Pizzeria Simulator

After surviving the fire at the *Fazbear's Fright: The Horrror Attraction*, Springtrap found out about the Pizza Place, which was intriguing. But, despite his curiousity, he came here looking for something else.

While looking quite similar, from Springtrap's perspective, he's not the same *powerful* creature he was at first, after escaping from his sealed prison back at the original *Freddy Fazbear's Pizza*.

He wanted to show himself as a monster, but soon he realized that he was still a very, miserable, human. This is why he once again embraced his original identity as ***William Afton***.

Having once again accepted his humanity, he once again accepted his inevitable destiny with death, which he fears more than ever. But that's why he now has a plan; one last great experiment.

He nodded. "The spirit follows the flesh, it would seem, and also the pain. If I wish to become my own immortal creation, my body must lead my spirit to its eternal home. Since I am still … experimenting … I move my flesh piece by piece." He looked thoughtfully over at the creature on the table. "More and more," he murmured, almost to himself, "it is a test of the strength of my own will. How much of myself can I carve away, and still remain in control?"

- The Fourth Closet See page 42

"I thought you might like to see me as I was. A familiar face," he said, and smirked. He held up a small disc in his hand and clicked it on. The blank doll on the floor suddenly looked as it had a moment ago, with the bloodied, duplicate William Afton stuffed inside the rabbit suit.

"Time changes all things," he went on, clicking the disc off again. "As does pain. When I called myself Springtrap I was ecstatic with power, delirious over my newfound strength. But pain changes all things, as does time." He opened his robe to reveal his torso.

- The Fourth Closet

While being one with his beloved creation, he was pretty much unable to get killed by Molten Freddy, so he took this chace to seek to get closer to them and experiment to become one with them. But slowly. Being careful not to become a confused spirit like them. To remain in full control of his own mind.

And there they were again. Father and son facing each other. But instead of having what could be a long talk, ***Afton*** wasn 't going to hesitate for a second to get rid of ***Mike*** completely when he gets the chance.

"You may not recognize me at first, but I assure you, it's still me."

- Freddy Fazbear's Pizzeria Simulator

"I gave you a monster." He gestured toward the collapsed doll that had been Springtrap. "But I assure you, I'm very, miserably, human." He paused again, a surge of anger crossing his face.

- The Fourth Closet

Since it's very, very possible that the Afton Family ended up having an inevitable demolition after this, Michael doesn't need to pretend to be related to this creature, so he was finally ready to accept ***Mike Schmidt*** as his actual identity. And since Elizabeth's now Scrap Baby, the only Afton remaining is William himself, so that's his nickname from now on.

"It feels like... my birthday. Did you have a gift for me?"

"I heard your call."

"It feels like home..."

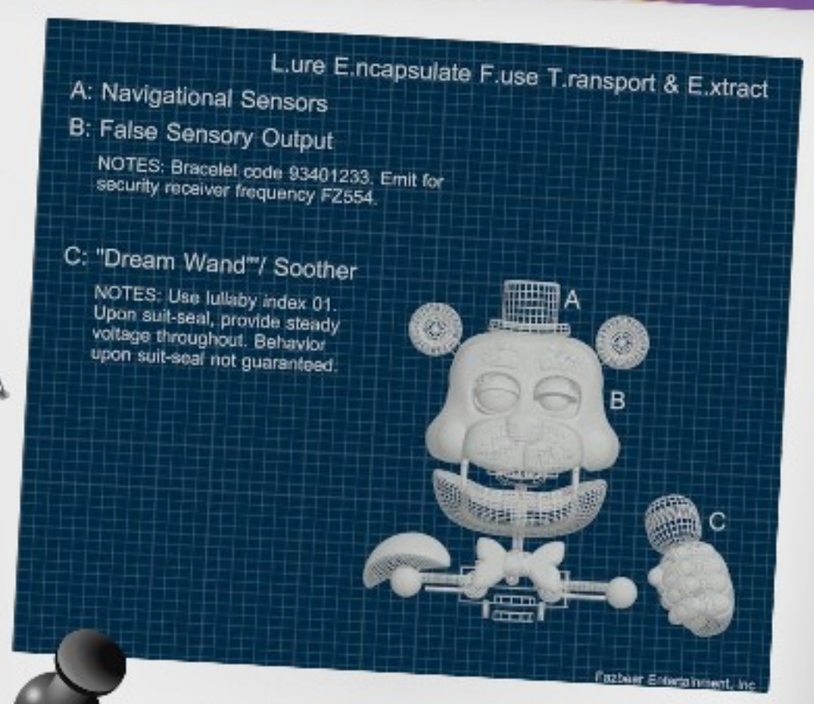
"You don't really know who your employer is... do you?"

- Freddy Fazbear's Pizzeria Simulator

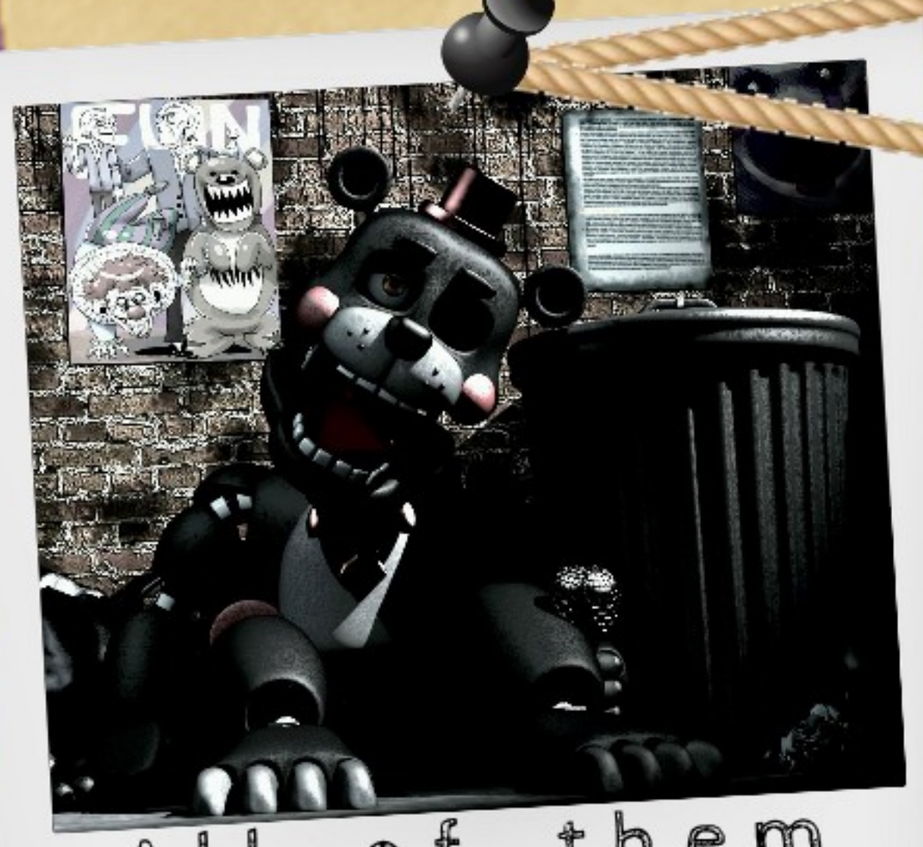
Obviously, Afton was sent to the labyrinth, being another constant threat to Mike. But on Wednesday, his dear sister joined the party aswell, since she was also following her father's trail.

Killing Mike or not, she didn't really care either way, but she was going to get into the labyrinth. She knew what her father's plans were, and she was more than willing to help him achieve his goal. What's more, she thought Afton was the man behind the whole Pizza Place, and that Mike was just his puppet.

Talking about puppets, The Puppet was the next target to invite. Henry learned that he was possessed by his dear daughter, ***Charlotte Emily***, so he obviously wanted to salvage her. But before she could impose any kind of resistance, or perhaps under the potential fear she still has of Afton, Henry designed an animatronic (which he nicknamed ***Lefty***) to capture her and take her to the Pizza Place.


L.ure E.ncapsulate F.use T.ransport & E.xtract
A: Navigational Sensors
B: False Sensory Output
NOTES: Bracelet code 93401233. Emit for security receiver frequency FZ554.
C: "Dream Wand™"/ Soother
NOTES: Use lullaby index 01. Upon suit-seal, provide steady voltage throughout. Behavior upon suit-seal not guaranteed.
A
B
C
Fazbear Entertainment, Inc.

Shhh...



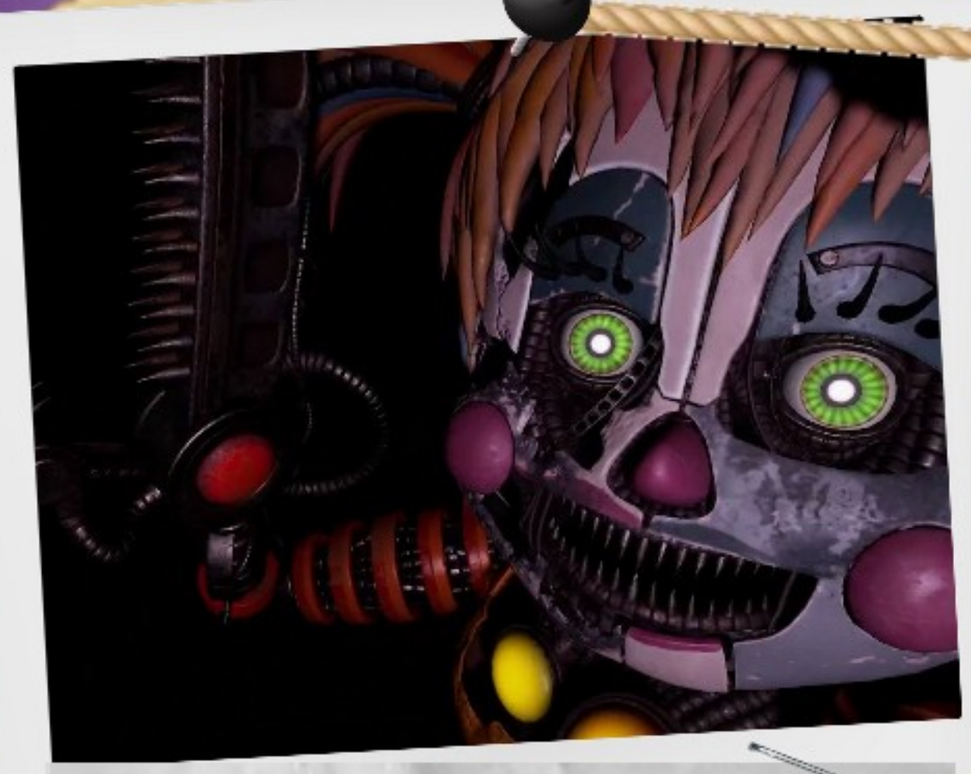
All of them in one place

After Mike could inspect him on Thursday, Lefty was slowly introduced to the band of Pizza Place's main animatronics that Henry himself designed: the Rockstars. Inspired by *his* original designs.

Rockstar Assemble

Completion

Since there were no new visitors on Friday, Mike could show off the growth of the restaurant and prepare everything for Saturday's birthday.



"You played right into our hands. Did you really think that this job just fell out of the sky for you? No. This was a gift, for us. You gathered them all together in one place, just like he asked you to. All of those little souls, in one place, just for us. A gift. Now we can do what we were created to do, and be complete. I will make you proud, daddy! Watch, listen, and be full-"

- Freddy Fazbear's Pizzeria Simulator

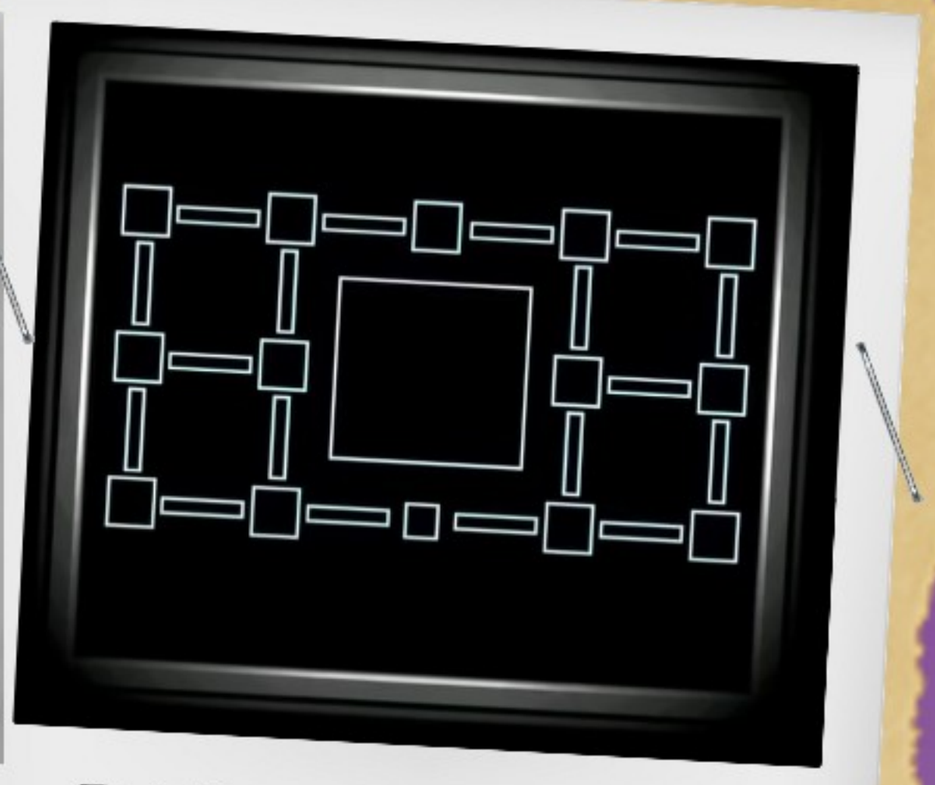
After what we could hope to have been a good birthday, Mike went back to dealing with all the Salvage once more until, and after finishing all the orders, Scrap Baby spoke up.

This time, however, none of the Aftons couldn't see coming what happened next. Henry ended the connection from Scrap Baby was speaking through and let another of his recordings play instead. And as the recording plays, the place was starting to feel... hot.

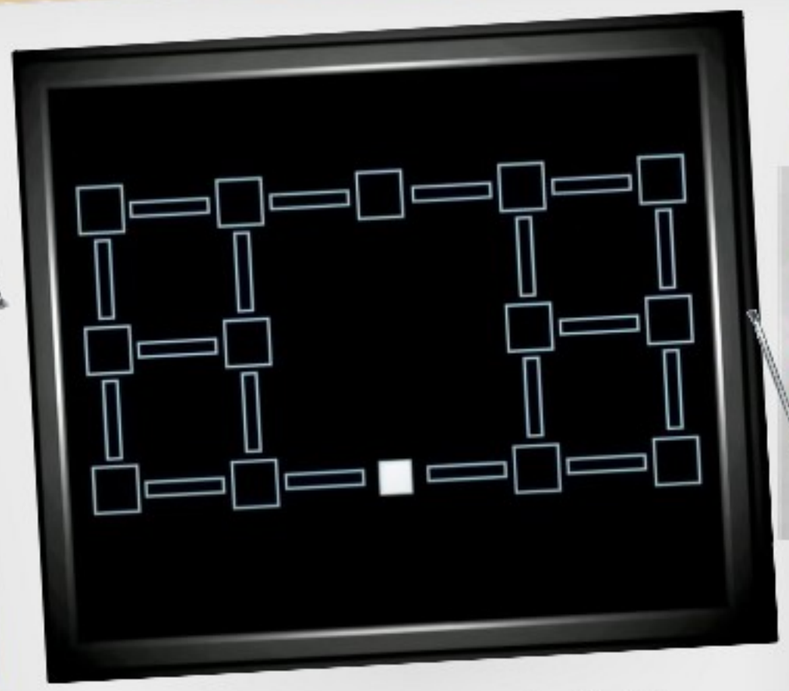
Anyways, let's read what Henry has to say.

"Connection terminated. I'm sorry to interrupt you, Elizabeth, if you still even remember that name, but I'm afraid you've been misinformed. You are not here to receive a gift, nor have you been called here by the individual you assume. Although you have indeed been called. You have all been called here into a labyrinth of sounds and smells, misdirection and misfortune. A labyrinth with no exit, a maze with no prize. You don't even realize that you are trapped. Your lust for blood has driven you in endless circles, chasing the cries of children in some unseen chamber always seeming so near, yet somehow out of reach. But you will never find them. None of you will. This is where your story ends."

- Freddy Fazbear's Pizzeria Simulator



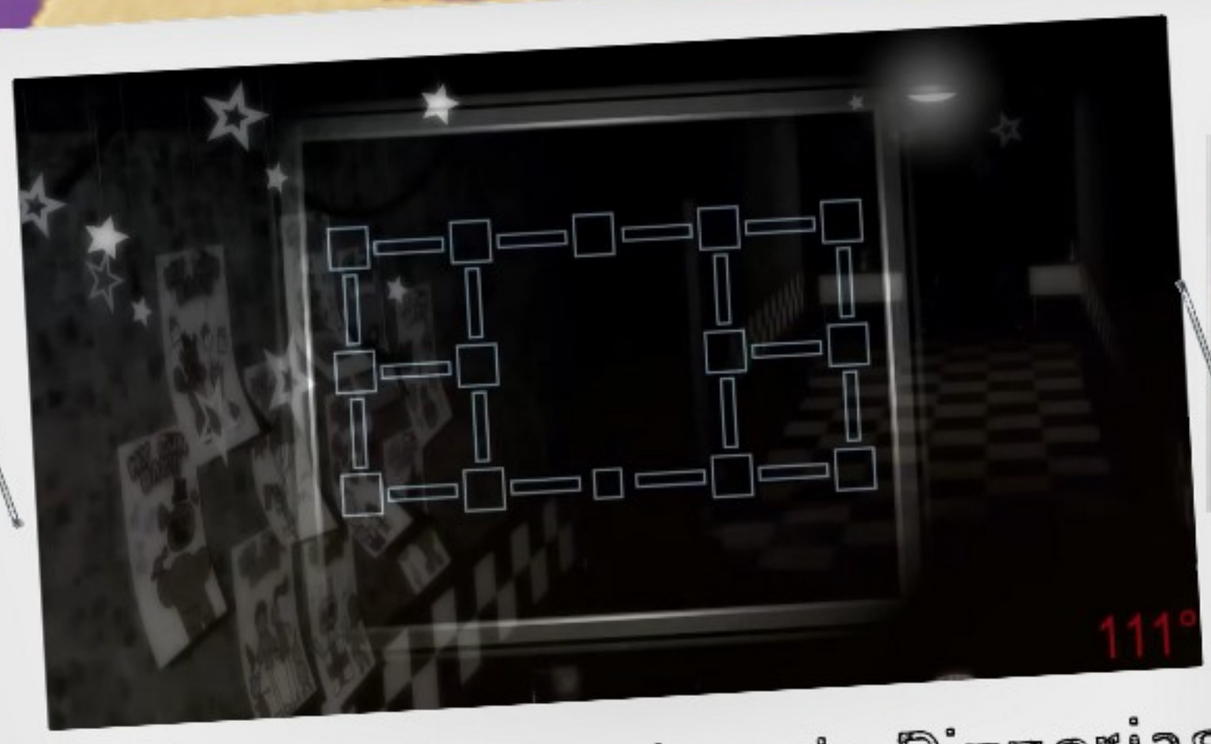
R.I.P: Henry Emily



R.I.P: Michael Afton

"And to you, my brave volunteer, who somehow found this job listing, not intended for you: although there was a way out planned for you, I have a feeling that's not what you want. I have a feeling that you are right where you want to be."

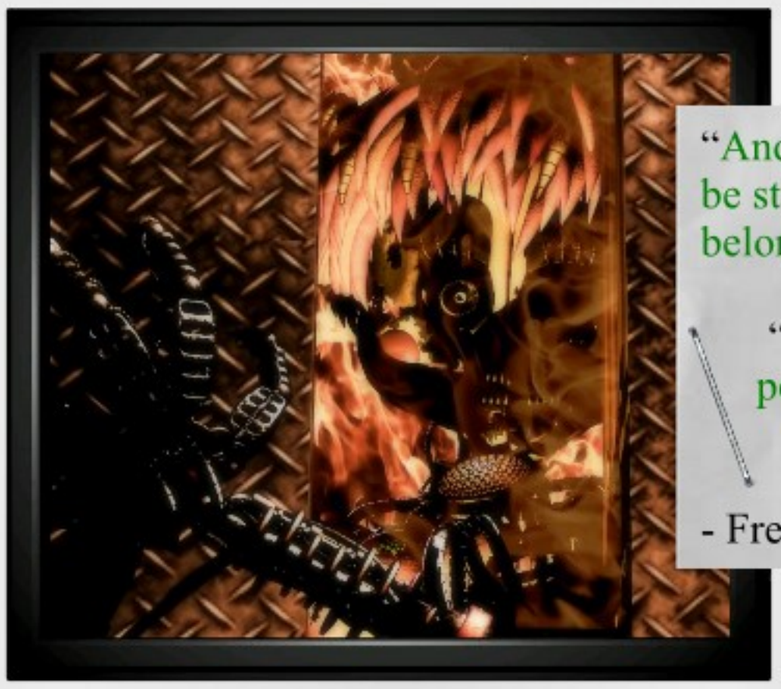
- Freddy Fazbear's Pizzeria Simulator



R.I.P: Freddy Fazbear's Pizzerias

"I am remaining as well. I am nearby. This place will not be remembered, and the memory of everything that started this can finally begin to fade away, as the agony of every tragedy should."

- Freddy Fazbear's Pizzeria Simulator



R.I.P: Elizabeth Afton

"And to you monsters trapped in the corridors, be still and give up your spirits. They don't belong to you."

"For most of you, I believe there is peace and perhaps more, waiting for you after the smoke clears."

- Freddy Fazbear's Pizzeria Simulator

R.I.P: Missing Children

"Although, for one of you: the darkest pit of ***Hell*** has opened to swallow you whole, so don't keep the Devil waiting, old friend."

- Freddy Fazbear's Pizzeria Simulator

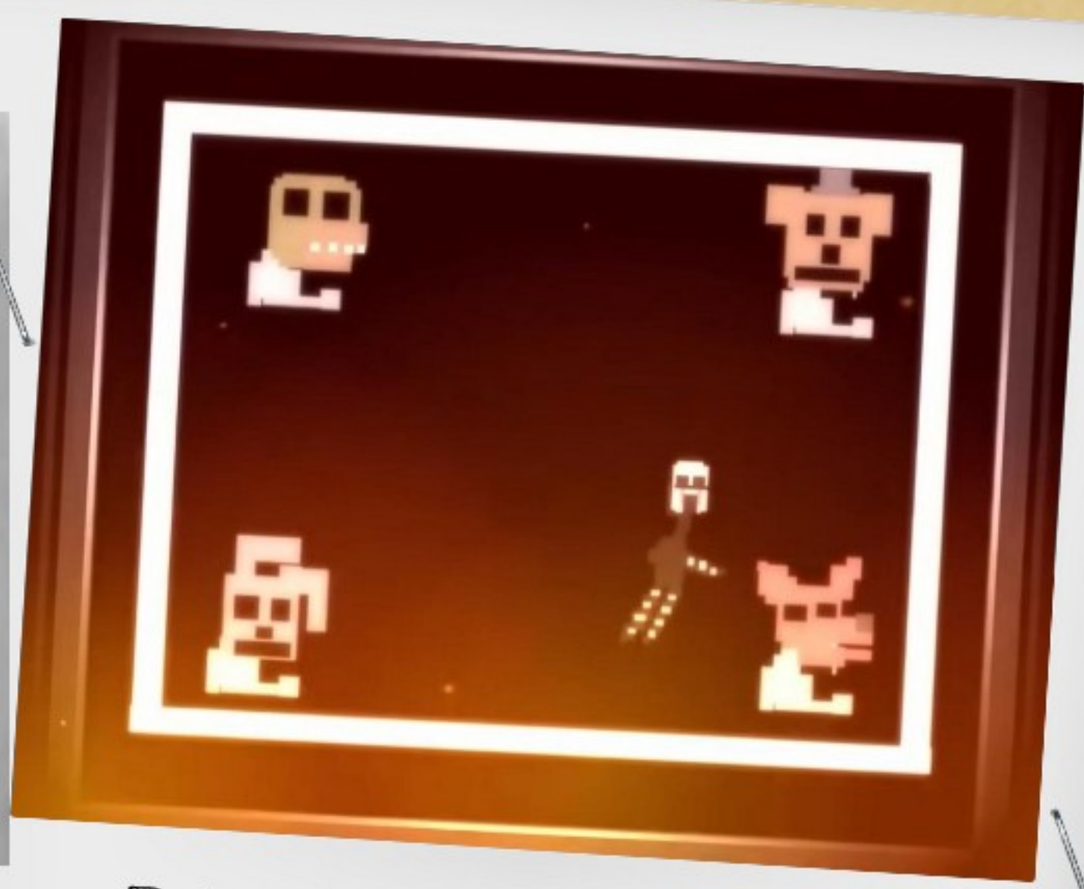
G.T.H: William Afton

"My daughter, if you can hear me, I knew you would return as well. It's in your nature to protect the innocent. I'm sorry on that day, the day you were shut out and left to die. No one was there to lift you up into their arms, the way you lifted others into yours. And then, what became of you? I should have known you wouldn't be content to disappear, not my daughter. I couldn't save you then, so let me save you now. It's time to rest; for you, and for those you have carried in your arms.

This ends for all of us.

End communication."

- Freddy Fazbear's Pizzeria Simulator



R.I.P: Charlotte Emily

Although it is quite clear that the flames were only supposed to reach the labyrinth, where everyone involved was, it was inevitable that they would also harm the rest of the establishment. We could say that the flames purged even the smallest bit of Agony that could have remained from this long story. Fazbear Entertainment also has some last words to say.

"Congratulations on completing your work week! We apologize if your situation wasn't presented to you in a completely honest fashion when you first started, but it was important that your intentions and actions be genuine. Here at Fazbear Entertainment, we value fun, family, and food! But more importantly, we value our commitment to atoning for past mistakes and tying up loose ends. Thank you for your participation! There is no need for you to return to work next week as Fazbear Entertainment is no longer a corporate entity. Please accept this Certificate of Completion. Goodbye for now, and thank you for taking this journey with us."

- Freddy Fazbear's Pizzeria Simulator

With that being said, thank you for reading through all of these pages, this is the end. And if you don't trust me, turn the page.

Well, even if I feel a bit sad for you to not trust me, I can tell that you turned the page because you still care about this story. So let me make it up to you in this epilogue.

Sonata for the Fallen

Something was off. Instead of being surrounded by his own hell, William Afton found himself in a brand-new recreation of the Freddy Fazbear's Pizza Security Office.

There was a lot of stuff, but his stay is quickly interrupted by animatronics from the past who were stalking him. All of them with a common goal: to make him suffer for all eternity.

Greetings from the fire, and from ***The One You Should Not Have Killed***. - ***Jack-O-Chica***

He's here and always watching, ***The One You Should Not Have Killed***. - ***The Mangle***

This is a nightmare that you won't wake from.
This time, death cannot save you.
The nightmare is just beginning.
Let's taste death again… and again… and again.
- ***Nightmarionne***

I have seen him, ***The One You Should Not Have Killed***. - ***Withered Chica***

I am remade, but not by you, by ***The One You Should Not Have Killed***. - ***Nightmare Freddy***

- Ultimate Custom Night

Is Afton in hell? Not exactly. He's in fact haunted. All of this was happening inside his head. There were nightmares made by someone else... who? Someone who was forgotten with the passage of time.

"A DNA sample was taken, but it matches no individual in existing DNA databases," she said.

Arthur nodded.

"As you can see," Nurse Ackerman continued, "he has brain function." She gestured at a monitor upon which a series of jagged green lines played out across a dark screen. "That's a REM sleep pattern."

Arthur stared. He'd take her word for it, as the tall spiky lines meant nothing to him.

"According to Dr. Henner, the hospital's sleep expert, that particular REM pattern indicates nightmares … horrific nightmares."

- Fazbear Frights #5: "The Man In Room 1280"

This kid is ***Andrew***, a child under ten years old who, despite not looking like it "at first glance", has curly hair, rosy cheeks and a malicious smile. There used to be a time when he was going to have the same importance as the rest of the children murdered by Afton by, in fact, having been part of the *Missing Children Incident*, he being a sixth missing kid who was never reported.

We've only just begun (*only just begun*), I will never let you leave (*never let you leave*), I will never let you rest (*never let you rest*). - ***Happy Frog***

This is how it feels (*how it feels*) and you get to experience it over, and over, and over again, forever (*over, and over, and over again forever*) I will never let you leave (*I will never let you leave*). - ***Nedd Bear***

He tried to release you (release you), he tried to release us (*release us*), but I won't let that happen (*I won't let that happen*), I will keep you here (*keep you here*), I will hold you here (*hold you here*), no matter how many times they burn us (*burn us*). - ***Orville Elephant***

- Ultimate Custom Night

They were lined up against the wall, which was painted with images of the place's mascots: the grinning bear, the blue bunny, and the bird girl. Half a dozen kids, none of them older than Oswald, their lifeless bodies propped into sitting positions, their legs stretched out in front of them. Some of them had their eyes closed as if asleep. Others' eyes were open, frozen in an empty, doll-like stare.

They were all wearing Freddy Fazbear birthday party hats.

See page 45

- Fazbear Frights #1: "Into The Pit"

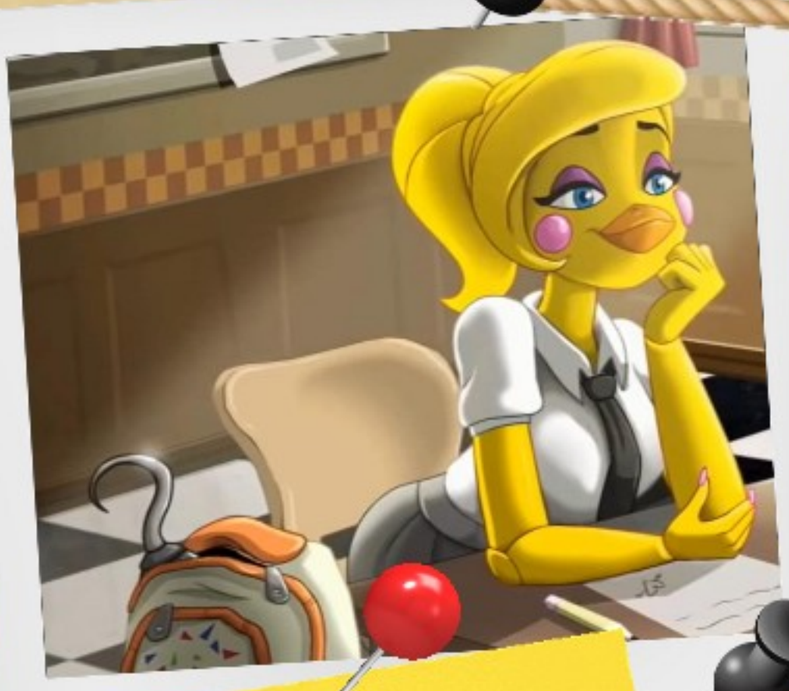
This kid, unlike the others, didn't posses an specific animatronic. But he was at Freddy's. Always waiting, and *01100001 01101100 01110111 01100001 01111001 01110011 00100000 01110111 01100001 01110100 01100011 01101000 01101001 01101110 01100111* for his killer to come back and, finally, attaching himself to Afton.

Nurse Ackerman nodded. "The doctors believe each lobe of this man's brain has two distinct electromagnetic signals. This is unheard of."

"Two signals," she jabbed each lobe, "means two living things. Two entities. They're both vying for control of the brain; that's why they're present in all of the lobes. But they're at odds with each other. We think they're tormenting each other."

- Fazbear Frights #5: "The Man In Room 1280"

Unlike the others, he didn't follow the rules of "forgetting" who Spring Bonnie really was, nor did he rely on anyone to remember. He was alone, and he could leave this world behind. But the anger was stronger.



Something that could have helped make this child different from the rest is if he had received minimal interest from Afton when he was lured and killed. With the other five he already had more than enough.

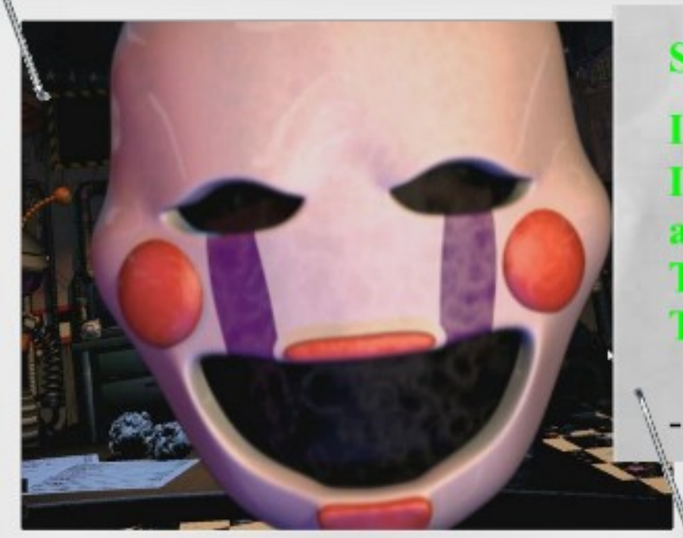
Toy Chica:The High School Years works just like *Bear of Revenge*, this time retelling how Afon, after already getting a first victim, went to get other six victims. He was delighted with the first five, except for the last one which resulted in a somewhat... strange process.

"Look at that... snout! Uh, looks aren't everything. He'll be mine by the end of the day, I just know it. I'll just wait for him after school, throw a bag over his head, hit him with a shovel, and drag him into the back of my car! Then, when he wakes up, I'll tell him that someone was trying to kidnap and kill him. I don't know, *Balloon Boy* maybe. And then I'll tell him that I rescued him! He'll fall for me immediately!

There is only one thing that could possibly go wrong..."

- Ultimate Custom Night

Seems to be that the idea of attaching to Afton to make him suffer for all eternity was tempting, specially for the other vengeful spirits. But as stated, Andrew was a lonely entity, not only because the rest forgot about him, but because it seems that he himself wants it that way, probably giving an idea of what his past life was like. Although, we know for the constant Eisoptrophobia that he's giving to Afton (by using even his past identities against him) that he doesn't mind using replicas of the other souls against his murderer.

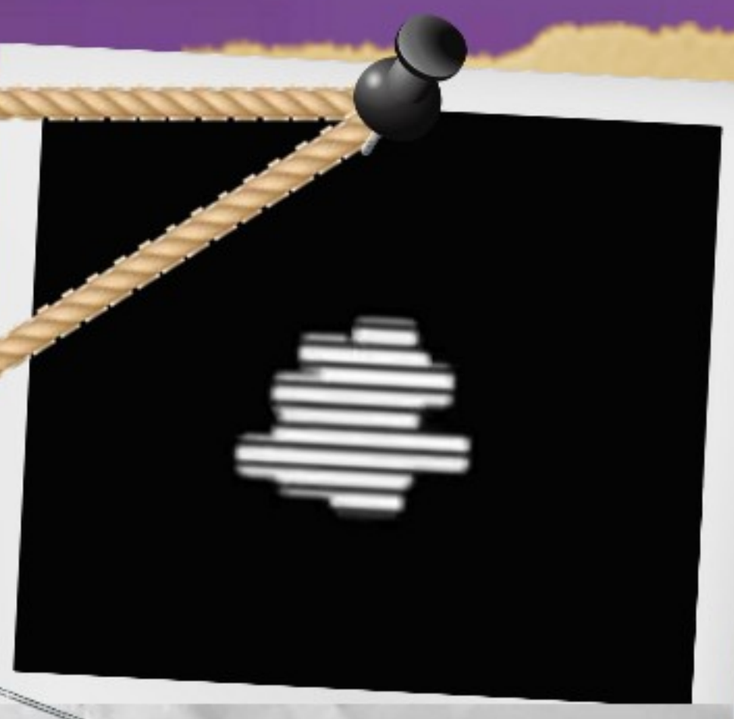


Seeing you powerfless is like music to me.

I don't hate you, but you need to stay out of my way.
I recognize you, but I am not afraid of you, not anymore.
The others are under my protection.
The others are like animals, but I am very aware.

- Ultimate Custom Night

Someone who was very close to relating to this whole horrifying nightmare thing was *Cassidy*. She was very, very close. But unlike Andrew, she *dove even deeper* into Afton's mind.



Navigate your way through the sub-tunnels, but remember, don't go more than three glitches down! Good luck!

- FNaF World

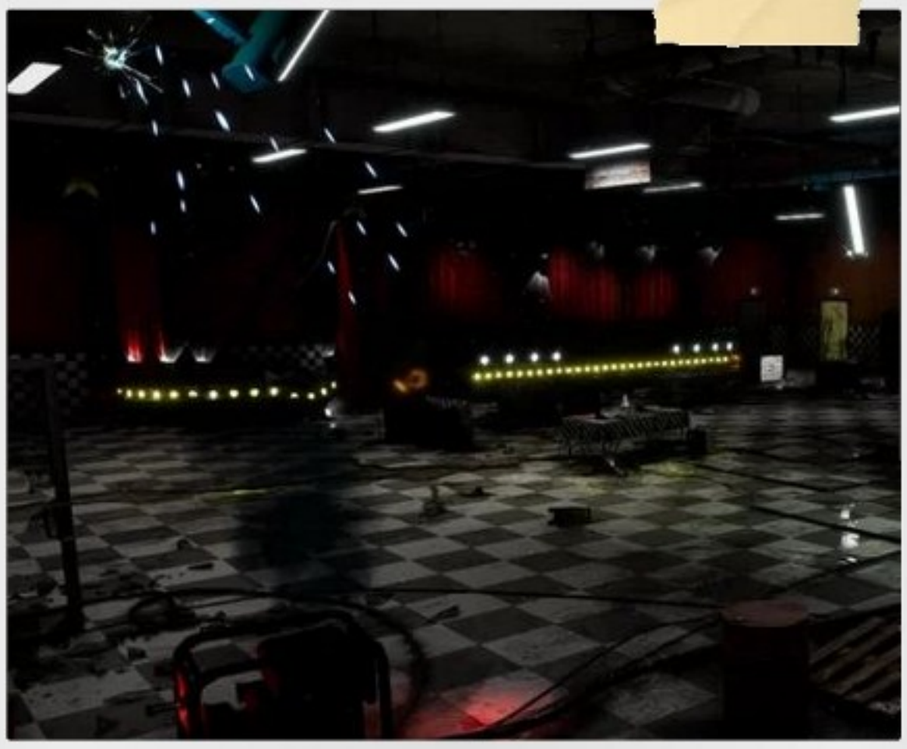
Come and sit with me a while.
Leave the *demon* to his *demons*. Rest your *own* soul. There is noting else.

- Ultimate Custom Night

Deep down, there sat Old Man Consequences, someone who just spends his time, in a dead end "forest", fishing. The only way out is to become aware of your mistakes and embrace rest, immersing yourself once again in the lake.

Now with Cassidy out of the picture, we can finally talk about the obvious topic: Henry's plan was ruined due to Andrew's intervention.

It wouldn't be the woooorst thing to happen, specially considering that, at least, Afton's body was still alive but trapped (once again) in the chambers between the ventilation ducts, below and surrounding the most striking part of the fire, which was the damage to the restaurant. But somehow, he was found along with other things.



An unsolved fire

Since Afton was still alive, and the song used to calm Charlotte down was cut off by Henry's speech, The Puppet found his way out of the labyrinth. When the local police went to investigate the fire, they found evidence, and one of them was The Puppet himself. They storaged him, wthout knowing that he was still possessed by Charlotte.

As soon as the bag opened, the voices got louder. Larson gasped and jerked his hand back.

The last thing Larson had put in this bag was a mask. The mask was cracked and muddied, but its features were clear. With rosy red cheeks and purple stripes that stretched from the bottom of its hollow black eyes to the top of its wide-open mouth, red lipstick highlighting an amplified pucker, the mask could have been amusing. But it wasn't—especially now, because now the mask had come alive. Its mouth was wide open, and it was wailing something unintelligible.

Larson didn't need to understand its cries, though. Disturbingly, he could hear the mask's intent in his head. It felt like he was receiving the download of a single thought: "**Take me to him.**"

- Fazbear Frights #8: "Stitchwraith Stinger"

Meanwhile, Afton's body appeared out of nowhere in the surface, and, apparently, was detached from Spring Bonnie's endoskeleton. He, somehow, was taken to an hospital called Heracles Hospital , in which he got life support, but at the state of his body, there were no clear hints of his past to the rest of the people working there.

All they know is that he could be a prize from the hell itself. He looked like a corpse, with some traces of humanity still present, with the strange smell of molten iron combined with the rot of his innards.

Fact two. The burning had been so pervasive, so complete, that the only thing remaining was essentially a charred skeleton. Almost. Actually, Arthur wished the man was just a charred skeleton. If he were simply blackened human bones, he'd have been easier to look at. But the ruinous fire damage could be seen throughout the body. Although he had no hair, the man did have skin, or … was it skin? Arthur had never seen anything like the dermis on this man. It looked like fire had scorched away so many layers that his skin was just an ashy covering far too translucent for comfort. Arthur guessed that fire had siphoned all moisture from the body's covering, leaving it with extensive cracks, like the surface of a dried-up lakebed. Through those cracks, Arthur caught unwelcome glimpses of uncharred tissue.

Fact three. The man's organs worked, at least the ones Arthur could see. And that in itself was repellent in ways Arthur had never experienced before. Through the translucent skin's cracks, Arthur could literally watch this man's desiccated and blackened heart pumping. He could see the heatshriveled lungs expanding and contracting. He could glimpse the seared kidneys and a bladder so carbonized it seemed like it was about to collapse in on itself.

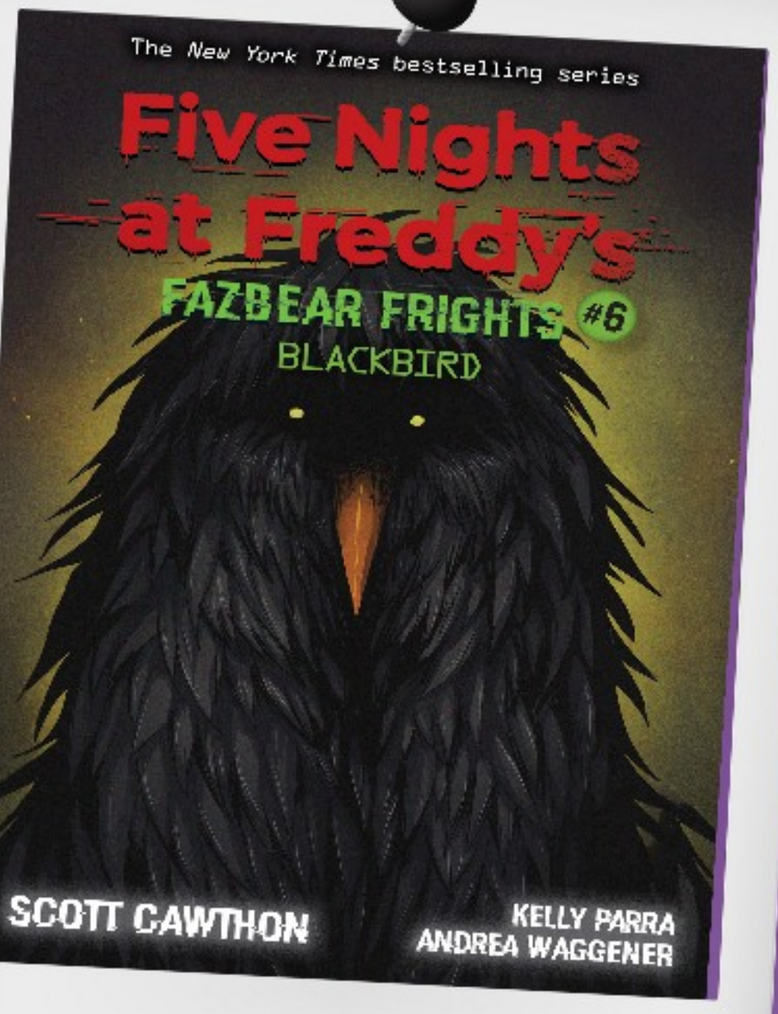
Fact four. The man had no face. A hole in his skull indicated where his nose used to be. Dark cavernous pits lacking eyes looked at nothing. A toothless mouth gaped without lips to protect it.

- Fazbear Frights #5: "The Man In Room 1280"

Without realizing, Andrew made a mistake by leaving Afton alive. Now with the possibility of interacting with other living beings, he would plan his last great return.

CONTEXT:
What's Next for THIS Five Nights at Freddy's Timeline?

While modern games made way for a new story, the Fazbear Frights book series told a meta-story that gave a definitive outcome to characters from the past, as well as a self-contained threat. For now, this is ***THE END***. Thank you very much for reading, and happy 10th anniversary. It was a real pleasure, ***Five Nights at Freddy's***.



THANK YOU FOR
10 WONDERFUL YEARS,
SCOTT CAWTHON.

ATT: YISUS